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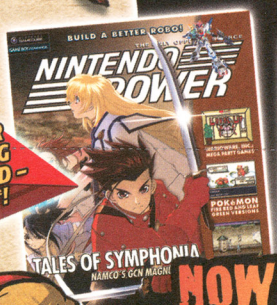

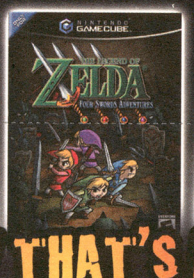

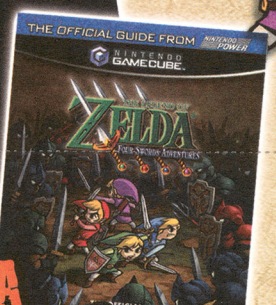

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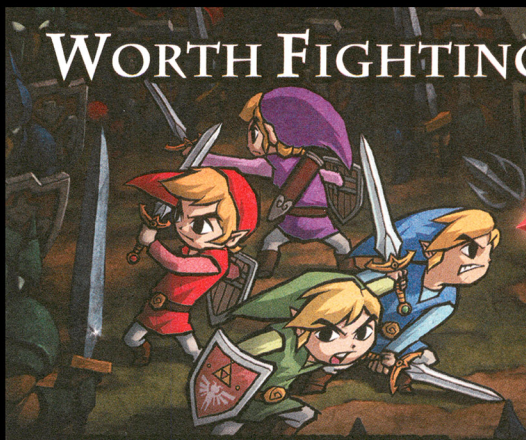

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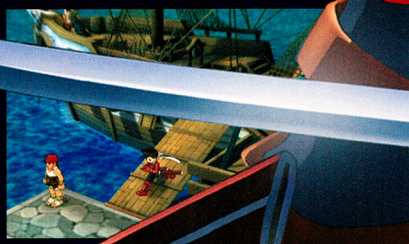

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50 On next week's episode, Spider-Man will make a lovely mobile from three hooligans and a traffic light. It's a good thing.

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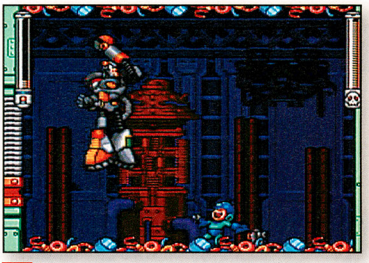

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PLAYER'S PULSE

We received heaps of letters responding to Volume 180's Write Away, Right Away topic. We really enjoyed reading about your gaming get-togethers and clubs—it sounds like you really know how to have fun. Check out page 13 to see what your fellow gamers have going on.

NINTENDO'S NEW TALE

I was just reading Volume 180 and in the preview for Tales of Symphonia I noticed that the battle system is a lot like the Super NES game Tales of Phantasia. I was wondering if the two games are the same and if not, will a remake for Tales of Phantasia be coming out soon? Tales of Phantasia was the best game I've ever played—the music, the gameplay, the battles and the storyline were just *awesome*!

Kyle B.
Via the Internet

Tales of Phantasia and Tales of Symphonia are part of the same series and have some elements in common, including the series's signature real-time battle system, but Tales of Symphonia is an entirely new game. We haven't heard of a Tales of Phantasia resurrection, but you won't be disappointed with the incredible new installment in the Tales saga. Turn to our first in-depth Tales of Symphonia review on page 52 and see for yourself!

SOUND-ALIKE DOCS

I have been playing Eternal Darkness: Sanity's Requiem for about a week now and I noticed something when I was looking through Dr. Maximillian Roivas's autopsy reports. When he does that maniacal laughter at the end of the "Analysis of the Xel'lotath Horror" after the fifth chapter, he sounds exactly like the person who did the voice of Dr. Jumba Jookiba for Disney's *Lilo and Stitch*. Is it the same guy who does both voices?

tootalltygerlily
Via the Internet

The characters you mentioned are brought to life by two different voice actors. Eternal Darkness's Dr. Maximillian Roivas is played by William (Bill) Hootkins, and Lilo and Stitch*'s Dr. Jumba Jookiba is played by David Ogden Stiers.*

IS THAT RIGHT?

I've been seeing quite a few odd warnings and seemingly mismatched ratings on games in Vol. 177 and 178. Midway Arcade Treasures is shown with a Teen rating and warnings of "Blood, Gore and Violence." In the same issue, Activision Anthology got an E rating with warnings of "Animated Blood and Violence." In addition, the review in Vol. 178 for Harvest Moon: A Wonderful Life warns of "Suggestive Themes and Alcohol Reference." These warnings don't seem to be in the right place, so why are they there?

Richard T.
Via the Internet

The ratings and descriptors you mentioned are all correct. Video games aren't rated in quite the same way that movies are, so sometimes a game's rating and descriptors sound extreme. If you want to

LETTER OF THE MONTH

While my cousin and I were playing FFCC, we noticed that the two bosses in Moschet Manor seem to be characters from Final Fantasy II. The characters [I speak of are] Edge's parents—the king and queen of Eblan. I believe you fight them in the Tower of Bab-il. If this is true, could you print up a response in Player's Pulse? I'd really like to know. Thanks!

Kripkie
Via the Internet

You've made a very interesting observation. We compared some Super NES screenshots of Final Fantasy II's king and queen of Eblan with Final Fantasy: Crystal Chronicles screenshots of Moschet Manor's Gigas Lord and his Lamia wife, Maggie. We noticed some definite similarities, too, but according to Square Enix the characters are not the same. Everyone will have a chance to see what we're talking about and experience the magic of Final Fantasy I and II when the RPG classics come to the GBA later this year! Check out Epic Center on page 108 for more information on this and many more games that were announced at this year's E³.

know the hows and whys of the ESRB's video game rating system, check out the ESRB website at www.esrb.org.

I noticed that in Vol. 179, in the Game Watch section, under Gamebreaking News, there is an upcoming Dragon Ball Z game called Supersonic Warriors. Now, unless I am deeply mistaken, the title should be "Super Saiyan Warriors" unless Atari has joined with our favorite blue hedgehog?

Ketochei
Via the Internet

The name of Atari's upcoming Game Boy Advance DBZ game is Supersonic Warriors. As cool (and weird) as a DBZ-Sonic the Hedgehog game would be, we don't expect to see it anytime soon!

POWER AWARDS BANTER

I just read the results of the 2003 Nintendo Power Awards. Overall I'm happy with the winners, except for one: Best New Character. I can't believe that Joe came in second to Aryll! I thought for sure that he'd be the next Nintendo legend. Joe's the coolest original character since Fox McCloud. He should be up there with Mario, Link, and Samus, not playing second fiddle to Link's little sister! Now, I'm not saying it's your fault; all I'm saying is *I want a recount!* At least tell me how close the votes were, 'cause I know they had to be close.

Mewboy
Via the Internet

We've received quite a few letters expressing support for Viewtiful Joe in the wake of this year's Nintendo Power Awards—he should be proud to have such loyal fans! But apparently Aryll has a strong following, too; she beat him out for Best New Character by a margin of 11.5 percent of the votes.

LET THE GAMES BEGIN!

My club is not really what you would [call] an "official" club, but every weekend we get together and have a sleepover to play games all night. We always rent a cool co-op game like TMNT or FFCC and play it all night! We come up with great strategies, as well. When we are stuck on a level in games [such] as FFCC, we take a few minutes and put together a plan that will crush the enemy force. Our club is small (four people), but we still have a blast!

Azzam M.
Via the Internet

We have a gamers club after school every Wednesday that was set up by one of our math teachers, Mr. Gregory. Every Wednesday we get together and all the Nintendo fans play a huge Super Smash Bros. Melee tournament.

Justin H.
Via the Internet

I like to go over to my friend John's house. We pull all-nighters playing Super Smash Bros. Melee, Soul Calibur II, Sonic Adventure 2: Battle, F-Zero GX, etc. Sometimes we have other people come over as well and we have a great time (especially with Super Smash Bros. Melee). I just can't wait until Four Swords for GCN comes out!

Jake G.
Via the Internet

My friends and I [hold] a [Super] Smash Bros. tournament. [We tape up] a sheet of paper which we call "The Wall." We play many rounds of [Super] Smash Bros.—original or Melee—then we break down into teams, decided by a round of SSBM. The last two remaining [players make up] the team that plays the previous week's champs. We play a round or two as warm up (three lives), then one round (one life) for all the marbles. The winner is placed on The Wall. This all started with N64's WWF, which we [held] similar tournaments for.

Paul M.
Michigan

My friends and I get together from time to time. It first started [when] we played Super Smash Bros. for the N64. We evolved when one of our group [members] got a GCN. We get together and schedule gaming nights where

WARIOWARE SWEEPSTAKES WINNER

NP's Alan Averill recently hosted the winner of Vol. 169's WarioWare Player's Poll Sweepstakes and his family. The Kuroda family flew from California into Seattle on a sunny Saturday afternoon and immediately headed to the top of the Space Needle. After that, they went back to the hotel (which had live goldfish in the room!) and enjoyed a seafood dinner on Elliott Bay at Ray's Boathouse—a Seattle landmark. Sunday brought a visit to the world-famous Skagit Valley Tulip Festival and another seafood dinner, but Monday was the *big* day. The entire family took a tour of Safeco Field then headed out to Nintendo for a shopping spree at the Nintendo store and an afternoon of gaming. Being a family of gamers, the Kurodas took turns schooling the NP Krew, including round after round of humiliating Soul Calibur II defeats. It was a great trip for everyone—even the losers on the Nintendo Power staff!

we go to someone's house and play games like TimeSplitters 2, Super Smash Bros. Melee, Mario Kart: Double Dash!!, Gladius, and any new game one of my friends introduces. We train each other and most of the time we get really loud and excited. We got together about four years ago.

Andrew J.
Ontario

I started a gaming club with people from my school and neighborhood. We normally get together on Fridays after school and play all of those old NES, Super NES, and Game Boy games. We like to take out all those "old timers" and pay them tribute. We also play more-modern systems, such as GCN, N64, and GBA SP. Our group consists of five people so far, but others are showing interest too. We all spend the night [together] and wake up Saturday to read and to play some more if we can still hold our eyes open! We hope our group can get more people, but it's always fun to have a small group, too.

Eric R.
Mississippi

[One Saturday a month my friends and I] get together and play the best N64, NES and Super NES games out there. We [recently] brought in GCN [games]. We play each other head-to-head in many multiplayer games on multiple TVs. [We] eat lots and lots of junk food [and] debate about which character is our favorite. We stay up real late playing Super Smash Bros. and Super Smash Bros. Melee. We have such a great time at our club!

Evan W.
New Jersey

My friends [and I] meet every month or so and have a big sleepover—usually eight people and no sleep. We call this event Gamefest. We start out with the oldest systems we have (two of each kind and two TVs) and play from dusk to dawn. We spend the most time on Nintendo platforms because they have the best four-player games. My best friend [and I] started these events about three and a half years ago. It eventually grew [into] a very large event and it's been that way [ever] since. Not only do we duke it out in Super Smash Bros., Perfect Dark and Mario Party, [but] we also [hold] races to see how fast a person or a team of people can beat a single game. Surprisingly, we haven't done a single game twice because of our gargantuan-sized library of games and consoles.

Derek D.
New Jersey

I never thought of seriously starting a Nintendo fan club until this September (2003). I had just moved to a new school where I met several Nintendo fans. I quickly befriended them, and one day they asked me whether I wanted to play The Legend of Zelda: Four Swords with them on Saturday. I accepted, and it eventually evolved into a full-fledged club. We have played multiplayer games such as the classic Mario Bros., Sonic Advance 2, Final Fantasy: Crystal Chronicles, Mario Kart: Double Dash!!, Mario Party 5, and Pokémon Ruby and Sapphire. We also hold Mario Party-e and Pokémon TCG competitions from time to time. Although only three or four people turn up on a regular [basis], we once had 15 people turn up for one of our Pokémon TCG tournaments! We often talk about our Harvest Moon stats, such as how much money we have, who we married in the game, how many cows we have, etc. We meet every Saturday for about three hours. This club has given me a new outlook on multiplayer games and on Nintendo as a whole.

Harvestmoonfan13
Via the Internet

I have a game club [that holds tournaments for] Fire Emblem for the Game Boy Advance. Every month we train one character and by the end of the month we all link up and battle with that character. This month I've been training Dart (as a Berserker). In fact, he's already level 20 and has a Strength of 30. How did my gang of butt-kicking Fire Emblem players get together? Well, it was [through] school. Austin and Spencer are two of the members.

Connor C.
Michigan

I have my own Nintendo-devoted website and forums. They're dedicated to Link, Luigi and Yoshi—the heroes in green! The website isn't much, but the forums are a fun place to chat! We currently have 23 members.

Dan F.
Minnesota

The only gaming [group] I go to is a website called Star World Remixed.

Bob K.
Via the Internet

Border Art Provided By:
Bianca G., Texas
Dylan D. California
Hilary A., Colorado
Kaylin L., Alberta
Kristen W., Ohio
LaDawna G., Utah
Lisa W., Ontario
Logan T., Louisiana
Morgan Y., Virginia
Percel S., Georgia
Scott S., California
Shera H., New Hampshire

WRITE AWAY. RIGHT AWAY

With E³ over and all the secrets revealed, we want to hear from you. Are you counting down the days until a certain Nintendo game's release? What do you think about the Nintendo DS? Do you have any questions about specific Nintendo products from E3? Send your rants, raves and questions to the addresses listed in the 411 section on page 124.

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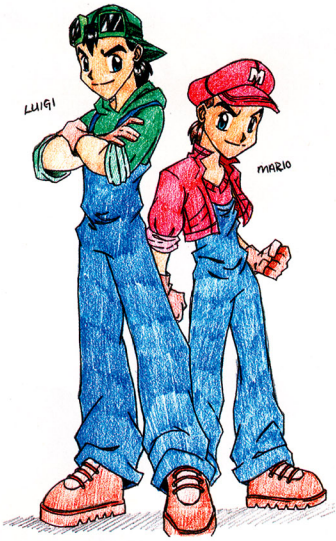
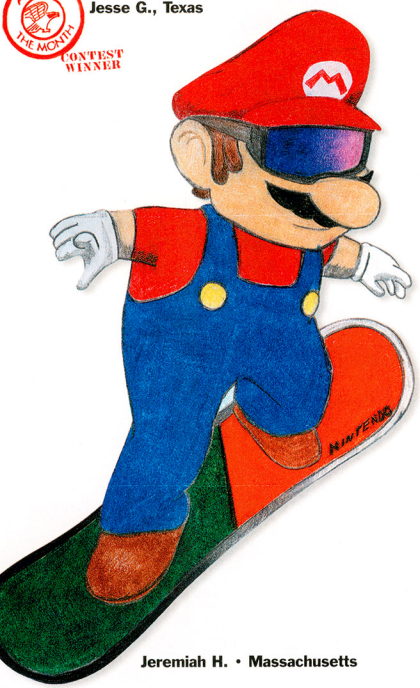
PLAYER'S PULSE ARTIST'S GALLERY

Jesse G., Texas

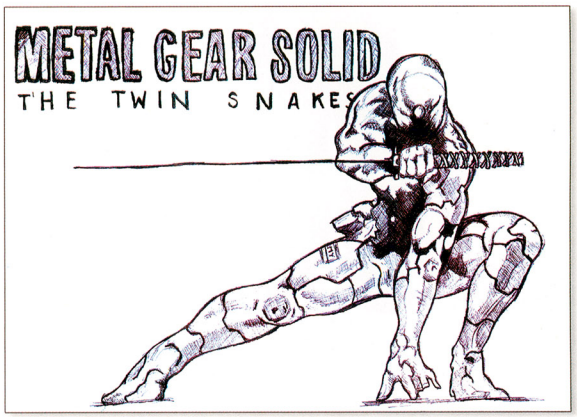
ART OF THE MONTH CONTEST WINNER



Warren B. • Arkansas



Jeremiah H. • Massachusetts



Jorge P. • Florida

DRAGON BALL Z®: SUPERSONIC WARRIORS™ IN STORES JUNE 29TH.

GAME BOY ADVANCE

TODAY'S FORECAST: MOSTLY AGGRESSIVE SKIES.

ATARI

You've ruled on the ground. Now rule the skies. Welcome to free-flight combat, the fighting mode you've been waiting for. You can also create your ultimate Dragon Ball Z® dream team from 15 playable characters. It's fight, and flight. You ready?

TEEN T Cartoon Violence

CONTENT RATED BY ESRB

GAME BOY ADVANCE

FUNimation Productions, Ltd.

DRAGON BALL Z SUPERSONIC Warriors

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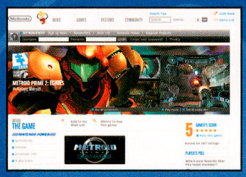
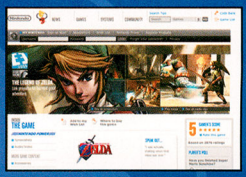
E³ Extravaganza

www.nintendo.com

You've read about the hot games that were featured at this year's E³—now see them in action on nintendo.com. Peruse gameplay movies and screenshots on each game's info page or visit the NSider forums and read our hands-on impressions. If your interests lie on the development side of the industry, we've got you covered, too—get the inside scoop on Metroid Prime 2: Echoes, the next GCN Legend of Zelda game and the DS in the E³ Roundtable discussions.





A Hole-in-One for Mario Golf

www.mario-golf.com

Are you looking to add a little distance to your drive, or maybe to fine-tune your putting? Look no further! Scope out info on Advance Tour's Mushroom Kingdom characters and RPG-influenced story, and score video-supplemented tips and tricks from the Mario Golf pros. Mario-golf.com has all the expert tips and tricks that'll place you a step ahead of the competition.

Ham-Hams Havin' Fun

www.hamtaro-games.com

Hamtaro and his pals are back for more action in Hamtaro: Ham-Ham Games for the GBA, and hamtaro-games.com has all the ham-rific info. The site is your source for everything Ham-Ham, including details about the new game, and downloadable wallpapers and buddy icons.

Videos on the Go

www.nintendo.com/gbavideo

The GBA Video site features a frequently updated list of all the great cartoon shows available for your GBA. If you want to know more about an individual video before you buy it, you can click on the title to view episode summaries, screenshots and more.

Nintendo Hits the Street

www.nintendostreetteam.com

Don't fret if you weren't selected as one of this year's Street Team Members—you could still score big! Visit nintendostreetteam.com to view the new Street Teams, and enter in a sweepstakes to win big bucks.

Members Making a Difference

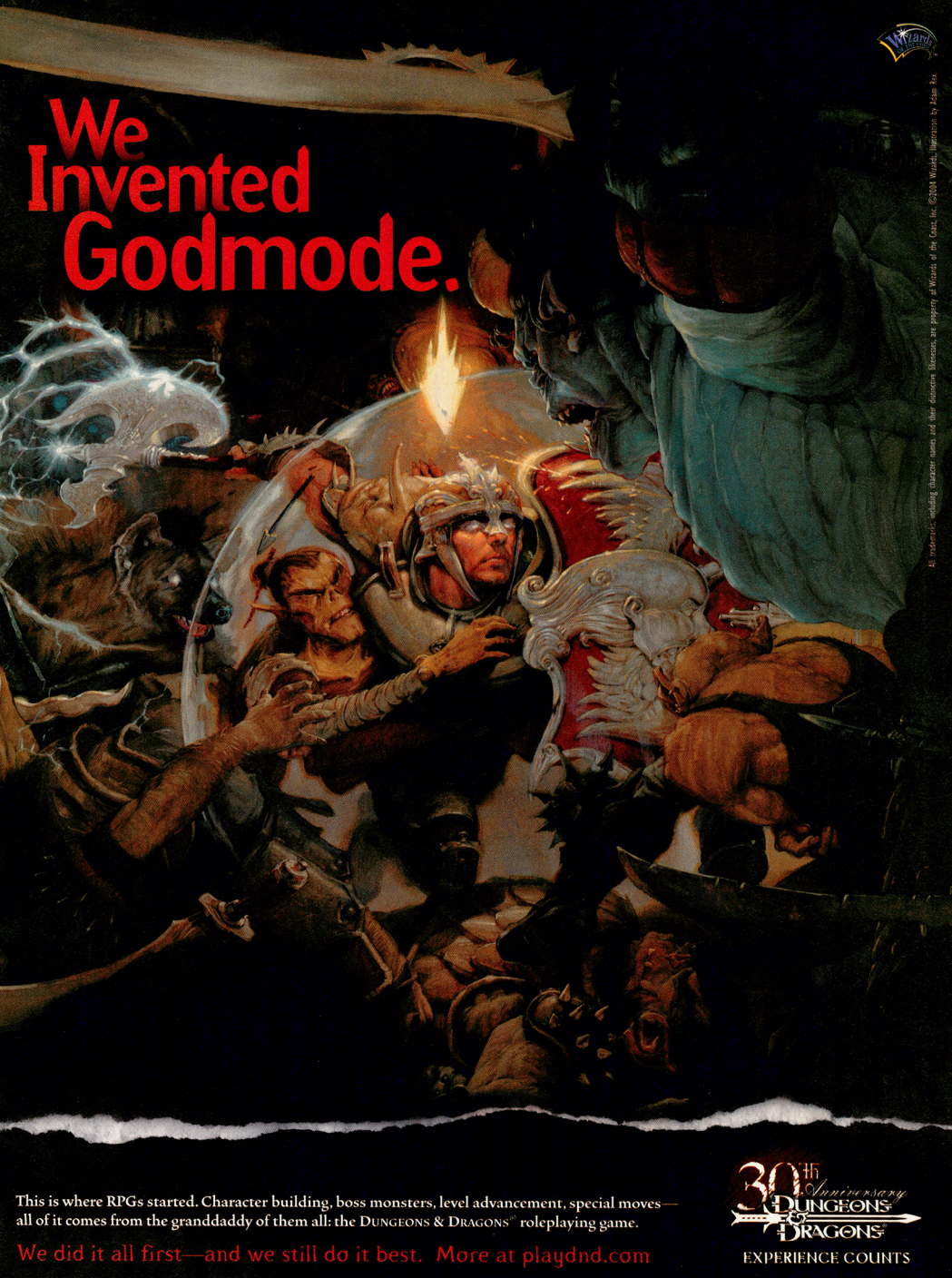
www.nintendo.com/community

Some NSiders have gone out of their way to make the community a great place to be. One such member is MACE__STARIDER. Each month he organizes an Icon Vote to add new icons to the community. If you've never taken part in the vote, check it out! You decide which icons we add to the collection on the forums. Thanks, everyone, for all your hard work, and congratulations to the new Sage Krew!

New Sage Krew

~*TIMBERWOLF*~
AUX
BTD
CAPTAINTHEGAMEMASTER
FIREEMBLEM54
GOTHKID
HYRULEPRINCESS
KAMEHA12
KEZAY
KYLE223
LORDBABYLUIGI
MALKON
SQUAREWATERMELON
THE_LEGEND_OF_JAVI

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE CHAT—NOW OPEN TO EVERYONE!


We Invented Godmode.
All trademarks, including character names and their distinctive likenesses, are property of Wizards of the Coast, Inc. ©2004 Wizards. Illustration by Adam Rex.
This is where RPGs started. Character building, boss monsters, level advancement, special moves—all of it comes from the granddaddy of them all: the DUNGEONS & DRAGONS® roleplaying game.
We did it all first—and we still do it best. More at playdnd.com
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DUNGEONS & DRAGONS®
EXPERIENCE COUNTS

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Captain Olimar picks up in Pikmin 2 where he left off in the original GCN game—commanding a floral army in a hostile world of weird creatures. This month we get our hands dirty with an exclusive preview.

IN THE SPOTLIGHT

Mario Tennis

Game, set and match go to Camelot for the upcoming Mario Tennis for Nintendo GameCube. It's bound to be another smash hit!

Lotus Extreme

If you don't have a Lotus parked in your garage, take a spin in Ignition's virtual English sportster on GCN.

Strike Force Bowling

Crave's Strike Force Bowling for GCN will bowl you over with outlandish alleys, and you won't even have to rent disgusting shoes!

Teenage Mutant Ninja Turtles 2

How many turtles does it take to cross an icy chasm? Four, of course. Konami revisits the lads with multiplayer action and thrills.

Mario Party Advance

It's all about good times, good friends and balancing on Koopa shells. Yes, party animals, Mario Party is headed to GBA!

Shaman King: Master of Spirits

Shaman King comic book and anime series characters brace for action in the Game Boy Advance adventure from Konami.

THE GAMING NEWS FOR AUGUST 2004

STEP INTO THE WARDROBE

Buena Vista Games will burst onto the epic fantasy scene next year with a GCN title based on Disney's live-action film, *The Chronicles of Narnia: The Lion, The Witch and The Wardrobe*. C.S. Lewis's *Chronicles* series begins when four kids discover a magical world torn between the forces of good and evil. They team with Aslan, a magnificent and wise lion, to combat the wicked White Witch, whose magic has gripped Narnia in winter for 100 years. BVG says the game will be an action-adventure that immerses players in Narnia. That's good enough to make us sit up and beg for more, which makes it even sweeter that we're also expecting a GBA version. Both games are scheduled for release in fall 2005.

But that's not all you can expect from BVG. Disney's Lilo and Stitch 2, Disney's That's So Raven, Lizzie McGuire 2 and The Nightmare Before Christmas: The Pumpkin King for GBA are all coming this year, and BVG plans to hatch Chicken Little for GCN next year.

DRAGON BALL GT ANYTIME, ANYWHERE

Who needs TV when you've got a GBA? Dragon Ball fans may be asking themselves that question when *Dragon Ball GT* episodes become available for GBA Video this fall. Thanks to Majesco and FUNimation, fans on the go will be able to follow the trials and triumphs of Goku, Trunks and the rest of the heroes and villains of the popular anime series.

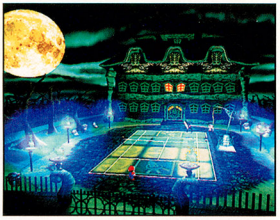
HOW LONG MUST WE WAIT FOR SPIDER-MAN 3?

Even before *Spider-Man 2* was released in theaters, Activision announced that it will publish games based on *Spider-Man 3*, which is set for release in May 2007. If that seems like a long time to wait, don't despair. Activision plans to publish a game based on the Spider-Man comic books next year.

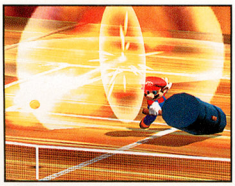
SPLINTER CELL EXTRA!!! READ ALL ABOUT IT!

Just as this issue was heading out the door, we received confidential news about exclusive content in the GCN version of Ubisoft's Splinter Cell Pandora Tomorrow. To heck with secrecy—here's the scoop. The game features a new jungle mission, postmission stats and scores, alternate mission pathways and booby-trap gameplay. And if you link up to your GBA, you can control keypad locks, automated turrets and computers remotely and get visual layouts of your surroundings, including enemy positions and objectives. As if that weren't enough, you can unlock eight new missions in the GBA game by completing the GCN Pandora Tomorrow.

WHAT A RACKET



Nintendo and Camelot weren't ready to reveal Mario Tennis at E3, but we've snagged the first screenshots for you to drool over. Up to four players will be able to join in the fun, using favorite Nintendo characters, each boasting a special ability. You can expect singles and doubles matches, wacky variations on tennis, and unusual gear such as Mario's big hammer. The game is slated for a 2005 release.



ADVANCED PARTYING

You'll be able to host a traveling party this fall with Nintendo's Mario Party Advance for GBA. You can go it alone on single-player boards, or two players can link their GBAs and battle each other, trade gadgets and coins, play the 60 minigames and use the Compatibility Meter to see if they're friends or foes.

POKER, PINBALL AND BOWLING

Some of your favorite Saturday night activities will soon be available anytime on your GCN. Crave Entertainment has three popular pastimes in the pipeline: World Championship Poker, Pinball Hall of Fame and Strike Force Bowling. Strike Force features fantasy settings and bowlers, Pinball lays out eight classic tables and Poker deals out 18 games and six tournaments.

EXTREME DRIVING

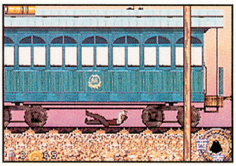
Crave Entertainment is set to bring the Tokyo Xtreme Racer series to GBA. You'll be able to choose from 16 cars, tune your ride with performance and style modifications and race in Tokyo, L.A. and London on six tracks and in more than 60 challenges.

THE SEED OF BATTLE

The sci-fi battle action of the *Gundam Seed* TV series is coming to GBA this fall in Bandai's Gundam Seed: Battle Assault for GBA. The futuristic fighter has single-player modes and multiplayer options for up to four linked players, plus 12 mobile suits to choose from and storylines and battle environments taken from the TV show.

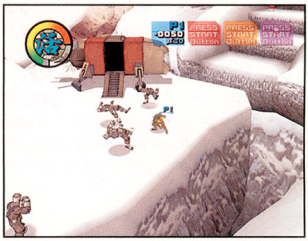
HIP'S WORLD TOUR

HIP Interactive's Around the World in 80 Days for GBA is based on Disney's upcoming remake of the classic film, with Jackie Chan starring in the role of Passepartout. The rollicking platform action takes you on wild rides and daring escapes, and into hardfought battles in locations that girdle the globe, such as London, Paris, Turkey, India, China and San Francisco. If HIP's CT Special Forces series is anything to go by, this should be a real gem.



TURTLES TEAM UP ON GCN

The heroes in a half shell will return to Nintendo GameCube and Game Boy Advance this fall in Teenage Mutant Ninja Turtles 2. Both games emphasize nonlinear brawling action with cooperative multiplayer modes and head-to-head Battle Nexus mode for up to four players. More than 30 combo attack moves give you plenty of ways to pummel Shredder and his Foot Ninja henchmen. What's more, you can unlock and play classic TMNT arcade games. We played this one at E3, and it rocked.



PIKMIN 2

Game Type: Strategy
Publisher: Nintendo
ETA: August 30, 2004
System: Nintendo GameCube

The buds are back! Captain Olimar returns to the land of the Pikmin—this time with assistant Louie in tow—to salvage treasure and pay off Hocotate Freight's debt in long-awaited strategy-action sequel Pikmin 2. By recruiting his plantlike friends to help, the captain can transport a wide range of prizes, from batteries to bottle caps. Some electronic devices even give the captain's vehicle additional features, such as the ability to detect hidden items.

Red, blue and yellow Pikmin, each with their own strengths, are joined by purple Pikmin—who are 10 times as powerful and 10 times as heavy as their primary-colored brothers—and white Pikmin, who can withstand exposure to poisonous gas. A large group of new enemies joins the party, too, bringing the total of nasty species to 60.

Like the original title, Pikmin 2 takes place over the course of several days, with a sunup-to-sundown meter marking time. But Olimar and Louie can escape the clock by going underground, where time stands still and allows the pair the freedom to search every nook and cranny for valuables.

The two space explorers can split up to solve puzzles in creative ways, and they can take on each other in the split-screen treasure-collecting 2-P Battle mode. The plant-aided plundering begins at the end of August.

Hello yellow! Every type of Pikmin has a specialty. Yellow Pikmin can withstand electric shocks.

A bounty of berries offers juice that give Olimar's Pikmin army more punch.

A new menagerie of ingenious enemies includes both natural and mechanical beasts.

Captain Olimar and Louie navigate underground passages by using a series of holes and geysers.

Mmmm, doughnut! The Pikmin crew picks up a variety of treasures, including delicious raised rings.

Pikmin 2 is twice as much fun with a friend. Two players race for prizes in 2-P Battle mode.

LOTUS EXTREME

Game Type: Racing
Publisher: Ignition
ETA: June 2004
System: Nintendo GameCube

Gear up for a realistic 18-track racing challenge that puts the spotlight on renowned British sports-car manufacturer Lotus and 38 of its most famous car models, from the vintage Gold Bug to numerous prototypes. Enter championships based on car classes, set out to unlock every car in Collection mode or engage in quick stunts that test your steely nerve. The driving sim is, fittingly, published by Ignition.

One of the racing classes restricts the field to old-fashioned, open-cockpit cars.

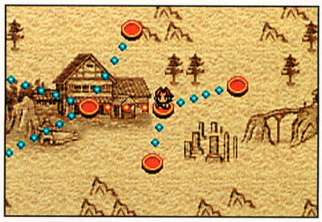
Lotus Extreme is the first licensed racer to show realistic damage.

SHAMAN KING: MASTER OF SPIRITS

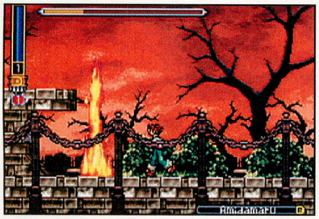
Game Type: Action
Publisher: Konami
ETA: August 2004
System: Game Boy Advance

Based on the *Shonen Jump* comic and animated TV series, Master of Spirits puts you in the role of hero Yoh in search of the lost pages of the Tome of the Shaman. Covering dozens of short platform-style stages, the game allows you to map your own route by selecting paths on the overworld map. To get past obstacles, such as rising flames and superheated air, you'll need items from other routes. Yoh's Spirit Unity empowers the Shaman-in-training with moves that make short work of the world's enemy creatures.

The story features appearances by Yoh's friends Anna and Morty and rivals Len and Rio from the *Shonen Jump* series, but the plot, which leads Yoh to the Shaman Tournament, is all-new for the game.

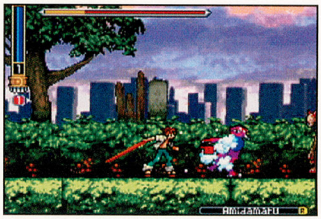


By selecting routes from the overworld map, you navigate the game world.



You won't be able to pass the rising flames until you earn an extinguisher.

Cinema scenes have a comic-book look and offer many insights into character motivations.



Enemies range from one-hit beasts to magic-conjuring fiends who won't go quietly.

MAJESCO MASTERS HANDHELD TECHNOLOGY

On the forefront of advances for the GBA, Majesco has released a full slate of GBA Video titles. They are also about to bring us their own wireless adapter and GBA Wireless Messenger, which allows users to communicate with each other over the airwaves. We discussed Majesco's technical triumphs with Chief Technology Officer Kevin Ray.

NP: What makes the GBA a great platform for video?

KR: The incredible installed base makes GBA a great platform for just about everything. Specifically for video, I really like the fact that I can have a pocket-sized video player with 11 hours of battery life. I also really like that the movies come in a format that can never get scratched, doesn't skip and I never have to rewind.

NP: What are the advancements that led to Majesco's GBA Video technology?

KR: We researched lots and lots of techniques that are used for video, like MPEG, Motion JPEG, Fractals, Wavelets and even some crazy techniques used for recording military radar signatures. None of these techniques really allowed us to build the product we had in mind.

Our goal was to have the same user experience as DVD, with controls like fast-forward, rewind, chapter-skip, animated chapter menus. At the same time we needed a fast frame rate, full-screen video and high-quality sound.

The solution came by going back in the history books and taking a fresh look at some of the original video compression work done in the '70's and improving on those raw techniques. The final compression technology is unique and gives us a foundation we can really expand. We've already laid out an R&D roadmap for the next 36 months of how we can evolve the compression technology. You're going to be seeing a lot of new video products from Majesco.

NP: Animated programs look great on the GBA. What are Majesco's plans for bringing live-action programming to GBA Video?

KR: Coming soon to a Game Boy near you! We get great compression results with animated content and we knew titles like SpongeBob, Yu-Gi-Oh! and Kids Next Door would be very popular, but live-action content is just around the corner. We've been working closely with Nintendo on their new memory architecture and have already shown tests of live-action content and even feature-length films running on the GBA.

NP: Majesco's GBA Wireless Adapter is compatible with games that connect via Game Link cables. What challenges did you encounter in making that happen?

KR: Our biggest challenge was to keep the cost low. We really wanted this to be a product that a Nintendo consumer could get for a couple bucks. We are selling a pair of the Wireless Links for $19.99. I'm really happy about that price. The second challenge was to make it work with as many existing games as possible. We really didn't want a product that supported three or four games. We were shooting for about 150 games. Right now, we're certifying games as fast as we can so the consumer will be able to see if their favorite game is supported. Most of the popular ones are already certified, and it's looking like the final list is going to be huge. Check out www.majescogames.com for the list of compatible games.

NP: Tell us about Wireless Messenger. How do you see people using it?

KR: It's absolutely crazy. It turns my GBA into a text messenger. The Wireless Messenger is a small device that plugs into the back of a GBA or GBA SP and turns the game machine into a two-way messaging device. It has its own internal battery and can run for about a week on a single charge. Even when the GBA is turned off or the Messenger unit is unplugged and in your pocket, it can still receive messages. An LED on the unit will flash, showing you have an incoming message. When the unit is plugged in and the GBA turned on, you can see all of your friends that are online and instantly chat with up to eight of them at a time. You can also send messages to friends that aren't currently online.

It is so easy to use and its performance specs are so out-of-this-world that I can really see it taking off. The most important feature is its range. We get about three miles of range in an open environment. I live in a pretty dense suburban landscape and I can easily message my son while he's in his classroom about a mile away.

NP: What do you think of the Nintendo DS? Can you tell us about any DS software from Majesco in the works?

KR: I love it. Like a lot of people, I was initially confused about two screens. I just didn't get it. Now, I can't think of life without two screens. The DS is deceptively powerful for its size. The 3-D is really nice and the second processor allows you to add incredible sound to your game. We are currently working on titles for the DS and all of them are looking really good. We're about to make some major announcements on these titles, so keep checking our website for more info.

GAME WATCH FORECAST

NINTENDO GAMECUBE

- ADVANCE WARS: UNDER FIRE
- THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS*
- BAD BOYS II
- BATEN KAITOS
- CALL OF DUTY: FINEST HOUR
- CATWOMAN
- CHICKEN LITTLE
- THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
- CONAN: THE DARK AXE
- DEAD PHOENIX
- DEAD RUSH
- DEF JAM: FIGHT FOR NEW YORK
- DEXTER'S LABORATORY
- DIGIMON RUMBLE ARENA 2
- DIGIMON WORLD 4
- DONKEY KONG JUNGLE BEAT
- DONKEY KONGA
- DREAMWORKS' SHARK TALE
- FIRE EMBLEM
- FUNKYDILLA
- GALIDOR: DEFENDERS OF THE OUTER DIMENSION
- GEIST
- GOLDENEYE: ROGUE AGENT
- THE INCREDIBLES
- JUSTICE LEAGUE
- KILLER 7
- KING ARTHUR
- THE LEGEND OF ZELDA*
- LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS
- THE LORD OF THE RINGS: THE THIRD AGE
- LOTUS EXTREME
- MADDEN NFL 2005
- MARIO TENNIS
- MEDABOTS: INFINITY
- MEGA MAN X: COMMAND MISSION
- METROID PRIME 2
- MIDWAY ARCADE TREASURES 2
- MOBILE SUIT GUNDAM
- THE MOVIES
- NASCAR THUNDER 2005
- NBA LIVE 2005
- NCAA FOOTBALL 2005
- NEED FOR SPEED UNDERGROUND 2
- ODAMA
- ONE PIECE: TREASURE BATTLE
- PAPER MARIO 2
- PIKMIN 2
- PILLAGE
- PINBALL HALL OF FAME
- POWER RANGERS: DINO THUNDER
- PRINCE OF PERSIA 2*
- RESIDENT EVIL 4
- RIBBIT KING
- ROCKET POWER: ZERO GRAVITY ZONE
- SCALER: THE SHAPE SHIFTING CHAMELEON
- SECOND SIGHT
- SPIDER-MAN 2
- SPIDER-MAN 3
- THE SPONGEBOB SQUAREPANTS MOVIE
- SPYRO: A HERO'S TAIL
- STAR FOX
- STARCRAFT: GHOST
- STREET RACING SYNDICATE
- STRIKE FORCE BOWLING
- TAK 2: THE STAFF OF DREAMS
- TALES OF SYMPHONIA
- TEENAGE MUTANT NINJA TURTLES 2
- TERMINATOR 3: REDEMPTION
- TIGER WOODS 2005*
- TIMESPLITTERS 3: FUTURE PERFECT
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW
- TOM CLANCY'S SPLINTER CELL 3*
- TONY HAWK'S UNDERGROUND 2
- TY THE TASMANIAN DEVIL 2
- UNITY
- THE URBZ: SIMS IN THE CITY*
- VIEWTIFUL JOE 2
- WORLD CHAMPIONSHIP POKER
- WORLD CHAMPIONSHIP POOL 2004
- WWE: DAY OF RECKONING
- X-MEN LEGENDS
- ZOIDS: BATTLE LEGENDS

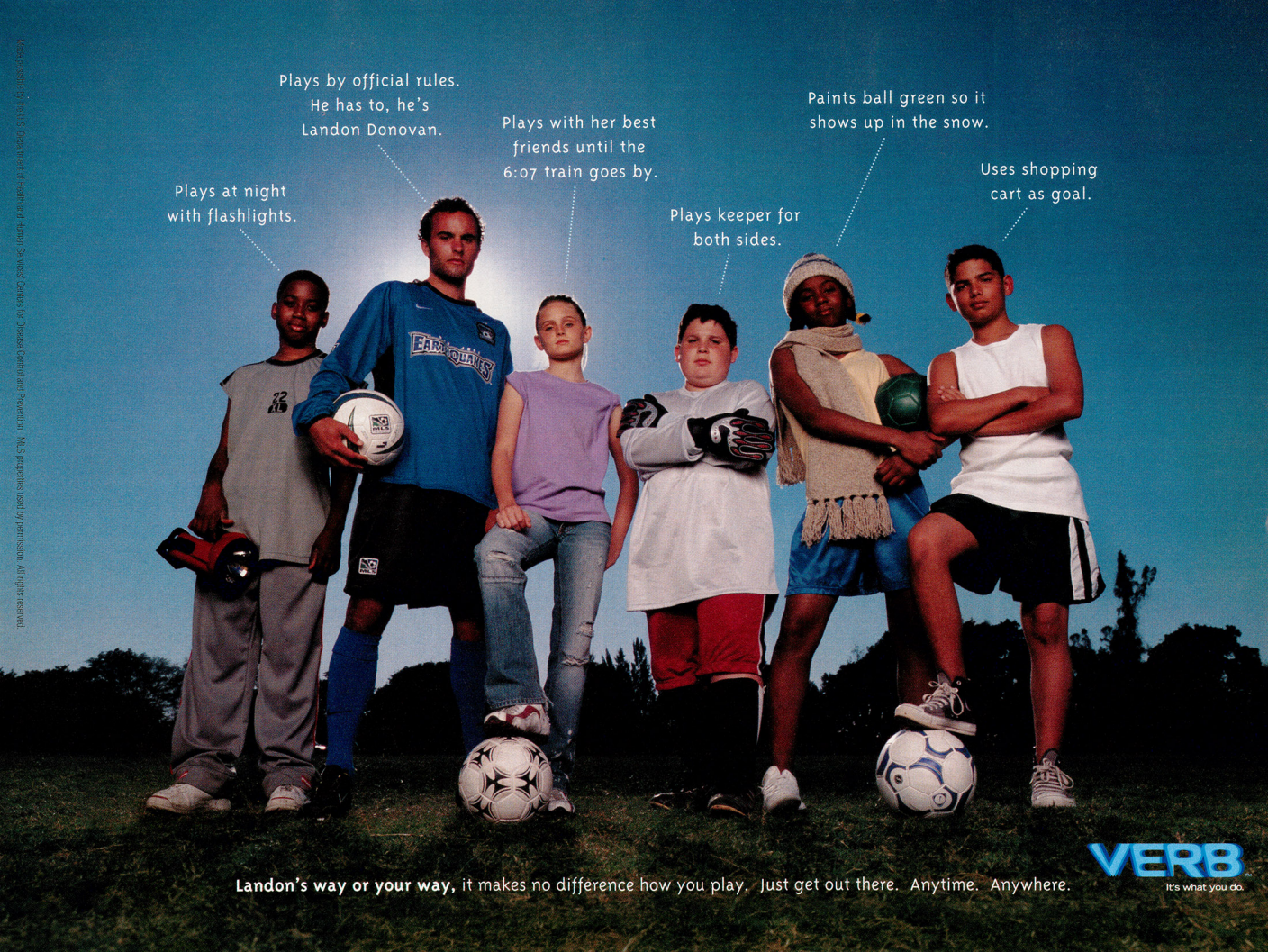
GAME BOY ADVANCE

- A SOUND OF THUNDER
- AERIAL ACES
- ASTRO BOY
- BACKYARD BASKETBALL
- BANJO PILOT
- BARBIE IN THE PRINCESS AND THE PAUPER
- BEJEWELED
- CATWOMAN
- CUSTOM ROBO GX
- DEAD TO RIGHTS
- DIGIMON RACING
- DISNEY'S PARTY
- DISNEY'S THAT'S SO RAVEN
- DK: KING OF SWING
- DONKEY KONG COUNTRY 2
- DR. SEUSS: THE SEUSSATIONAL JOURNEY
- DRAGON BALL Z: BUU'S FURY
- DRAGON BALL Z: SUPERSONIC WARRIORS
- DUEL MASTERS: SEMPAI LEGENDS
- F-ZERO: GP LEGEND
- FAMITSA ADVANCE
- FINAL FANTASY I & II
- GRAND THEFT AUTO
- GUNDAM SEED: BATTLE ASSAULT
- HAMTARO: HAM-HAM GAMES
- HAMTARO: RAINBOW RESCUE
- HARDCORE POOL
- HYPERSPACE DELIVERY BOY
- I-NINJA
- THE INCREDIBLES
- JUKA AND THE MONOPHONIC MENACE
- KILL.SWITCH
- KINGDOM HEARTS: CHAIN OF MEMORIES
- KIRBY & THE AMAZING MIRROR
- LADY SIA II
- THE LEGEND OF ZELDA: THE MINISH CAP
- LEMONY SNICKET: A SERIES OF UNFORTUNATE EVENTS
- LILO & STITCH 2
- LIZZIE MCGUIRE 2
- THE LORD OF THE RINGS: THE THIRD AGE
- MARIO PINBALL
- MEGA MAN MANIA
- METAL SLUG ADVANCE
- MICKEY'S MAGICAL QUEST 3
- MS. PAC-MAN: MAZE MADNESS
- ONE PIECE: GRAND BATTLE
- PAC-MAN WORLD 20TH ANNIVERSARY
- PIRATE BATTLE
- POKÉMON FIRERED
- POKÉMON LEAFGREEN
- THE POLAR EXPRESS
- POWER RANGERS: DINO THUNDER
- RACING GEARS ADVANCE
- RADIUM
- RAVE MASTER: DUAL EXPLOSION
- RIVER KING
- ROAD RASH: JAILBREAK
- SCURGE HIVE
- SD GUNDAM FORCE
- SHAMAN KING: MASTER OF SPIRITS
- SMASHING DRIVE
- SPEED BALL 2: BRUTAL DELUXE
- SPY MUPPETS: LICENSED TO CROAK
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- THUNDER ALLEY
- TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS
- TINY TOON ADVENTURES: SCARY DREAMS
- TRON 2.0
- ULTIMATE TABLE GAMES
- THE URBZ: SIMS IN THE CITY*
- VAN HELSING
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XS MOTO
- XYANIDE
- YU-GI-OH! RESHEF OF DESTRUCTION

NINTENDO DS

- BOMBERMAN
- EGG MONSTER HEROES
- DRAGON BALL Z
- DRAGON QUEST MONSTERS
- DYNASTY WARRIORS
- FINAL FANTASY: CRYSTAL CHRONICLES*
- FROGGER
- METROID PRIME: HUNTERS
- MOBILE SUIT GUNDAM SEED
- MONSTER RANCHER
- MR. DRILLER
- NEED FOR SPEED
- ONE PIECE
- PAC-PIX
- PICTOCHAT
- RAYMAN*
- SPIDER-MAN 2
- SUPER MARIO 64X4
- WARIOWARE, INC. DS
- YU-GI-OH!: NIGHTMARE TROUBADOUR

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
BLUE TEXT SIGNIFIES E^3 TITLES
* DENOTES WORKING TITLE



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Nintendo GameCube

The Pikmin have once again invaded the NP offices, and we just can't get enough of the little fellas. The first batch of games based on this summer's box office blockbusters are also getting a lot of play time (and are surprisingly good).

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	POKéMON COLOSSEUM	1	2
2	HARVEST MOON: A WONDERFUL LIFE	4	2
3	SUPER SMASH BROS. MELEE	7	28
4	MARIO KART: DOUBLE DASH!!	3	6
5	WARIOWARE, INC.: MEGA PARTY GAME$	•	1
6	SONIC HEROES	6	4
7	LUIGI'S MANSION	9	22
8	DISNEY'S FINDING NEMO	16	7
9	METAL GEAR SOLID: THE TWIN SNAKES	2	2
10	MVP BASEBALL 2004	10	2
11	SONIC MEGA COLLECTION	•	8
12	FINAL FANTASY: CRYSTAL CHRONICLES	5	3
13	SUPER MARIO SUNSHINE	11	16
14	MARIO PARTY 5	12	6
15	JAMES BOND 007: EVERYTHING OR NOTHING	8	3
16	ANIMAL CROSSING	19	15
17	SCOOBY-DOO!: MYSTERY MAYHEM	14	2
18	NBA STREET VOL. 2	•	3
19	PAC-MAN WORLD 2 W/PAC-MAN VS.	13	5
20	SUPER MONKEY BALL	15	9

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE * NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	TALES OF SYMPHONIA	1	2
2	PIKMIN 2	•	1
3	THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES	2	3
4	METAL GEAR SOLID: THE TWIN SNAKES	3	5
5	DONKEY KONGA	5	5
6	MVP BASEBALL 2004	4	4
7	WARIOWARE, INC.: MEGA PARTY GAME$	6	4
8	FINAL FANTASY: CRYSTAL CHRONICLES	8	10
9	BEYOND GOOD & EVIL	9	9
10	MEGA MAN ANNIVERSARY COLLECTION	•	1
11	HARRY POTTER AND THE PRISONER OF AZKABAN	•	1
12	SPIDER-MAN 2	•	1
13	POKéMON COLOSSEUM	12	6
14	CUSTOM ROBO	13	3
15	HARVEST MOON: A WONDERFUL LIFE	10	6
16	MARIO GOLF: TOADSTOOL TOUR	•	5
17	MARIO KART: DOUBLE DASH!!	14	9
18	SONIC HEROES	19	6
19	JAMES BOND 007: EVERYTHING OR NOTHING	7	5
20	VIEWTIFUL JOE	16	13

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	METROID PRIME 2: ECHOES	GCN	1	6
2	BATEN KAITOS	GCN	5	2
3	RESIDENT EVIL 4	GCN	3	14
4	PAPER MARIO 2	GCN	2	3
5	PRINCE OF PERSIA 2	GCN	•	1

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

Game Boy

Pac-mania continues to run wild on the GBA (we assume the pie-shaped mascot is responsible for Namco Museum's out-of-this-world sales). The NP Krew, meanwhile, continues to enjoy Mario's latest antics, as well as the resurrection of Shining Force.

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	NAMCO MUSEUM	7	10
2	POKéMON RUBY	3	13
3	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	1	7
4	POKéMON SAPPHIRE	4	11
5	PAC-MAN COLLECTION	9	7
6	SCOOBY-DOO!: MONSTERS UNLEASHED	•	1
7	METROID: ZERO MISSION	2	3
8	QUAD DESERT FURY	•	1
9	YU-GI-OH!: WORLD CHAMPIONSHIP TOURNAMENT 2004	5	3
10	MARIO & LUIGI: SUPERSTAR SAGA	6	5

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	MARIO VS. DONKEY KONG	3	3
2	MARIO GOLF: ADVANCE TOUR	5	2
3	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	4	3
4	HARRY POTTER AND THE PRISONER OF AZKABAN	•	1
5	FIRE EMBLEM	7	11
6	MARIO & LUIGI: SUPERSTAR SAGA	2	9
7	METROID: ZERO MISSION	1	7
8	POKéMON RUBY AND POKéMON SAPPHIRE	•	10
9	SONIC ADVANCE 3	•	1
10	SABRE WULF	10	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MY NINTENDO

Sign up for My Nintendo and register your game to get:

- Downloadable tips, strategy and shortcut videos
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- Access to Nintendo's official online forums and Nintendo Power chat

Sign up today!
It's all free at Nintendo.com!

For information on registering your product, please visit http://www.nintendo.com/productreg

WIN THE BAG OF SWAG!

We have returned from E³ with swag in hand, and you can win it all! Yes indeed, the NP Krew searched high and low to find the best freebies that the show had to offer, and we came back with tons of great gear that will all go to one winner. If you want to enter the sweepstakes, send a postcard to the address listed at the bottom of the page. (Oh, and all you hard-core Power On fans need not worry—the screen test will be back next month.)

1. Tony Hawk's Underground posters (2)
Including one signed by the NP Krew. Great, no?

2. E³ 2004 directory

3. GoldenEye T-shirt
To promote GoldenEye: Rogue Agent, EA gave invitation-only game demos—and handed out T-shirts to players who could complete the demo level unscathed. By the last day, they had doled out fewer than 50 shirts, and we got one!

4. Namco laptop-computer bag

5. Square Enix Press Kits (2)

6. GBA Headphones

7. Nintendo and Capcom lanyards (3)

8. Nintendo Timbuk2 bag

9. G4 stickers

10. Stan Lee Autograph
The real Professor X, Marvel Comics Legend Stan Lee, showed up to sign X-Men Legends promo cards and then used the power of his mind to make us buy him dinner.

11. Torrie Wilson autographed photo

12. Ribbit King keychain

13. G4 press sheets (2)

14. SRS trading cards (9)

15. Harvest Moon T-shirt

16. Shining Soul II
Yes, an actual GBA game. Sweet.

17. Resident Evil postcards (2)

18. Atlus pen

19. Nintendo press kits (2)

20. Atsushi Inaba autograph
We caught the producer of Viewtiful Joe 2 unawares and had him sign the only thing handy: a piece of notebook paper.

21. SRS stickers (2)

22. Invitation to Nintendo's E³ party
When not playing games or grabbing swag, we were snagging party invites. Nintendo's party featured great food, lots of games and a performance by Sheryl Crow—in high-kicking, star form during her rendition of Led Zeppelin's "Rock and Roll."

23. Namco press kit

24. Roomerang (2)
Good for hitting your office mates in the head. We know. We tried.

25. Nintendo DS T-shirt
You had to stand in line for hours to get one of these babies, but we're impatient—we stole this one from a fanboy when he wasn't looking.

26. Resident Evil newspaper
The Raccoon City Times is up for a Pulitzer. If the reporters aren't all eaten by zombies, that is.

27. Nintendo Media Briefing VIP pass
This pass gave us a front-row seat to the now-legendary throwing down of the gauntlet by Nintendo's Executive VP of Sales and Marketing, Reggie Fils-Aime.

28. Lemony Snicket temporary tattoos (2)

29. Vancouver Film School press kit
We have no idea why this is here.

30. *E³ Show Daily*
There was a new issue of this paper every day at E³. It's mostly ads, but you can also find booth layouts and the occasional bit of news inside.

31. Kim Possible postcard

32. River City Ransom EX bracelet

33. Resident Evil postcards (2)

34. Pokémon bracelets (2)

35. Autographed John Cena picture
You can't see me! We asked WWE: Day of Reckoning star John Cena about his rocketing popularity. "I think it's believability," mused the grappler. "Fans see how passionate I am. When I go out into the ring, it's something that they can relate to—good, bad or ugly. They're not just sitting on their hands. They're either yelling for me, or they're yelling against me, which is a great thing either way. Whether I'm rhyming or I'm dancing around or I'm being ridiculous. All that stuff is me."

36. G4 eyedrops (3 packets)
For all those late-night gaming sessions. We took them from one of the G4 hosts. You know. The one who screams a lot.

37. Capcom pen
It lights up in four colors!

38. Hip Games google-eye puffball

39. GBA screen cleaners (3)

40. Game Boy Video press kits (3)

41. Capcom notebook with Tony Hawk and Hiroyuki Kobayashi signatures
Tony Hawk flew into Activision's area to promote Tony Hawk's Underground 2. Before fans and camera crews descended on the skateboard hero, we had him scratch out his signature in our Capcom Producer's Day notebook. We got Resident Evil 4 producer Kobayashi's signature during our exclusive interview.

42. Bulbasaur stuffed animal

43. Charmander stuffed animal

44. Squirtle stuffed animal

45. Pikachu stuffed animal

46. Classic Gaming Expo brochures (2)
Compared to the concert-level sound of the show, the nearby Classic Gaming Expo was as quiet as a museum. We played ColecoVision there and viewed some artifacts from Nintendo's past.

ITEMS SHOWN BELOW:

a. Harvest Moon candy (3 packs)

b. Nintendo ice-cube lights (2)
These were used at the Nintendo party. Perhaps they illuminated Sheryl Crow's dressing room! Or they could be from the men's bathroom. We don't remember.

c. Atlus buttons (3)

d. NYKO keychain

e. Nintendo DS Stylus keychain

f. UK Trade and Investment stuffed brain
This brain will help if you ever want to export a product to the United Kingdom.

g. Magic the Gathering pin

h. Hip Games temporary tattoo

i. Ticket stub to the Final Fantasy concert and invitation to a post-concert interview
"Dear Friends: Music from Final Fantasy" had the Los Angeles Philharmonic playing favorite pieces from Final Fantasy games. The capacity crowd at the Walt Disney Concert Hall was in tears throughout the show.

SEND YOUR ENTRY TO:
NINTENDO POWER
E³ BAG OF SWAG
P.O. BOX 97082
REDMOND, WA 98073-9782

SEE PAGE 126 FOR OFFICIAL SWEEPSTAKES RULES

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TONY HAWK'S UNDERGROUND 2
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CAPCOM
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X-MEN LEGENDS
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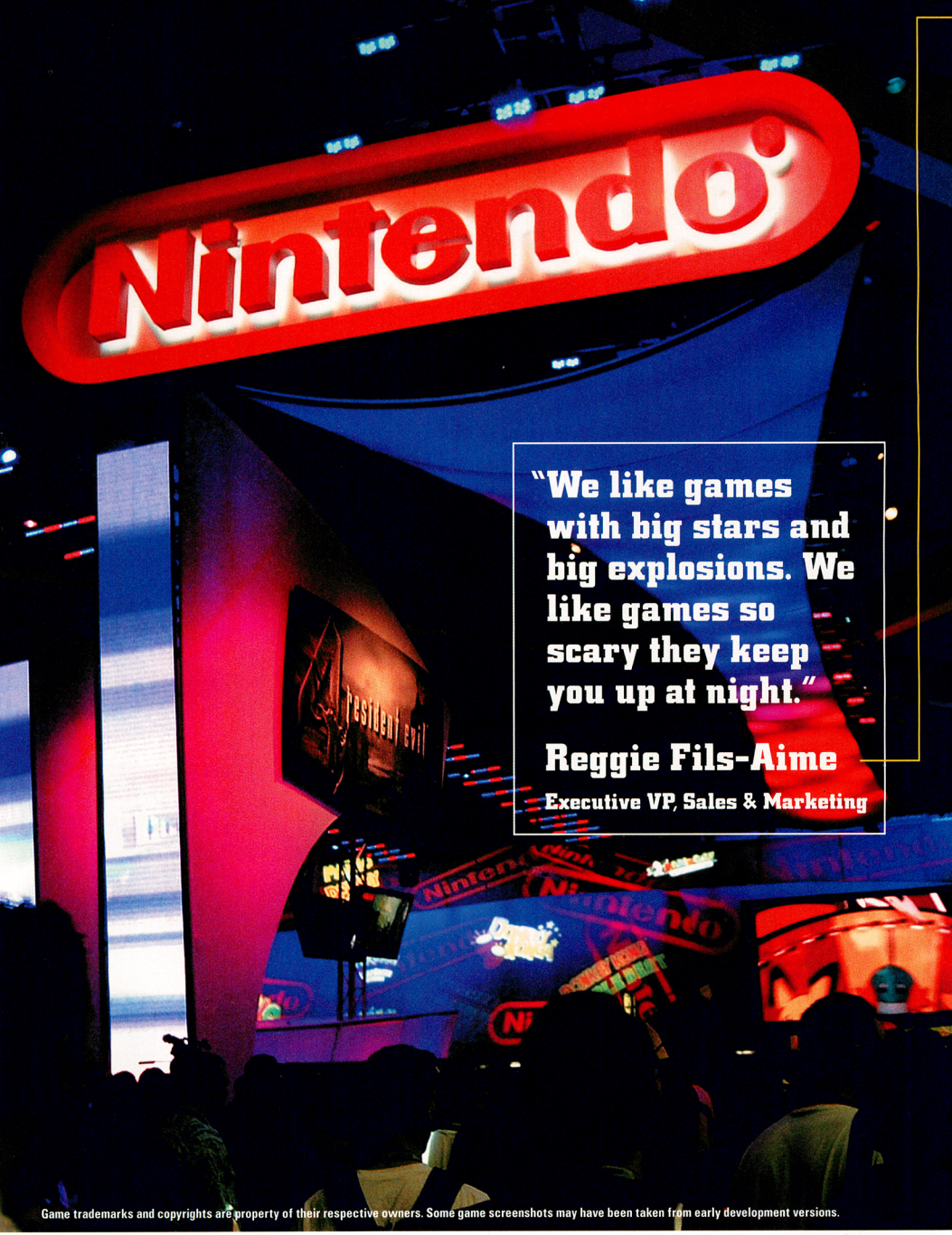

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E³ 2004

THE BLOW-BY-BLOW

Over 65,000 people packed the Electronic Entertainment Expo. We take you to the floor, to the front of every line and behind the scenes for the full story.

Almost everywhere you went at E³ this year, attendees were kvetching about the video-game industry—grousing about less innovation, more stagnation—but you'd often hear them end with "but have you seen Nintendo's booth this year?" The crowds that swarmed opening day were itching to behold the Nintendo DS, but they didn't know about Nintendo's other secret weapons—and the shots fired from the Nintendo camp at its press event the day before were already the talk of the show: the Nintendo DS, unveiled and looking miraculous; the Game Boy Advance, surpassing PS2 sales at the 21-million mark by early May and surging into wireless territory; and the Nintendo GameCube, hoarding huge exclusives like Metroid Prime 2: Echoes and Resident Evil 4.

And there were two more shockers. One was Reggie Fils-Aime, Nintendo of America's outspoken champion (technically, new exec veep of sales and marketing), who brandished MP2 and RE4 as examples of "a new day for Nintendo" that would give older gamers what they'd been asking for. But Reggie also stood up for "gamers who live for Mario, Yoshi and Pokémon," and said that Nintendo would continue giving them what they wanted, too. And, as if to prove Nintendo's standing as a uniter, not a divider, Reggie introduced the second shocker: the sneak preview trailer that revealed an adult Link destined for a Legend of Zelda GCN game in 2005. Yup, it was a great show, which means a great year for gaming for everyone. Let's take it from the top.

THE NEXT 12 >>>> PAGES ARE ALL ABOUT E³

ALSO CHECK OUT:

GAME WATCH PG. 20

POWER ON PG. 30

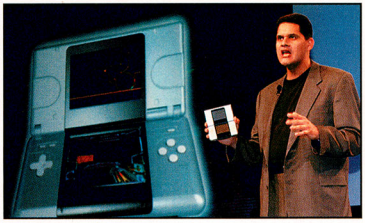
PLAYER'S POLL SWEEPSTAKES PG. 98

POKéCENTER PG. 100

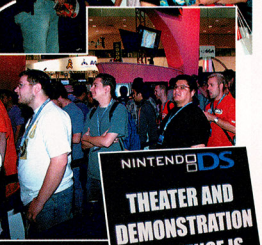
EPIC CENTER PG. 108

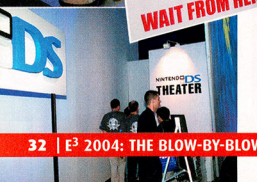
Enter the Nintendo DS

For months, all Nintendo president Saturo Iwata had been revealing were mysterious teasers about Nintendo's DS. So when Reggie Fils-Aime raised the dual-screened wonder high at the press event, the massive crowd went insane. When he announced that Nintendo was planning to get the DS to stores "with a new name and at an affordable price" *this year*, people went mad again. At Nintendo's booth, the wait to go hands-on with the DS and a few of Nintendo's own upcoming DS games was over an hour. You won't need to suffer through the long line—check out the Nintendo DS system features and games that will soon be the envy of the world.



"Do you want to go just a little bit faster down the same streets you've always driven? Or down a new road to places you've never seen before?"
Reggie Fils-Aime



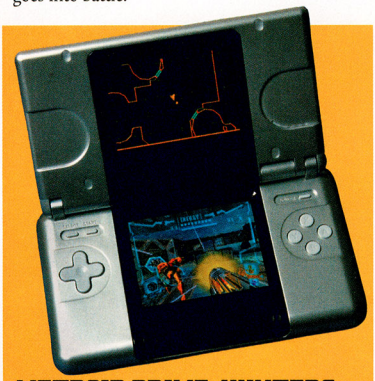


Dual Screens

Dual-screen gaming ain't gonna be a one-trick pony, that's for sure. The games and demos on display at E³ used the two backlit screens—which can push 2-D or 3-D graphics that *exceed* the quality of the Nintendo 64's—for wildly varying effect. We saw one screen do 3-D duty while the other did 2-D: in Metroid Prime: Hunters, 3-D fragfests are tracked on a 2-D map; and in the Submarine tech demo, a 3-D sub bore through ocean depths as we used a 2-D touch dashboard to control depth, speed, torpedoes and tilt. And *we* were blown out of the water when we saw the two screens used as one supertall 3-D screen, whether to handle the vertical action of a hockey-table demo or a lingering view of Samus's armored profile just before she goes into battle.

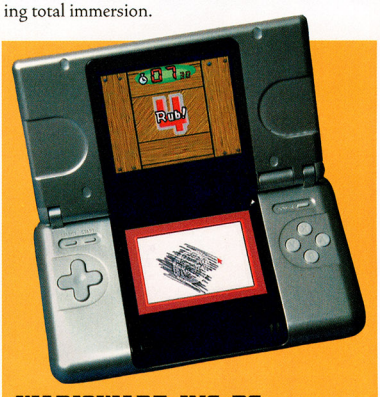
Touch Control

As Mr. Iwata's dual-screen tease kept the world guessing, Nintendo was readying the bigger DS picture by adding more features like touch control on the lower screen. The E³ games and demos showed that Nintendo and third-party developers already had an intimate understanding of the touch screen's huge potential. In WarioWare, Inc. DS, the microgames covered a range of stylus-driven challenges—drawing, slashing, scratching—while in Bandai's Mobile Suit Gundam Seed, you could put down the stylus and use your fingertip to jab targets among passing enemy spacecraft, then select an attack from a menu. Though the DS will use buttons, its touch screen will bring a far deeper connection to gamers seeking total immersion.



METROID PRIME: HUNTERS

Metroid has always demanded laser-sharp focus, and stylus control of shooting brings games a step closer to being hard-wired into your brain. It takes about six seconds to get used to the stylus, which also pivots Samus and turns her into a Morph Ball, but then you realize that you've been liberated from buttons and you never look back. And for multiplayer fragfests, the upper-screen map is pure game-play evolution.

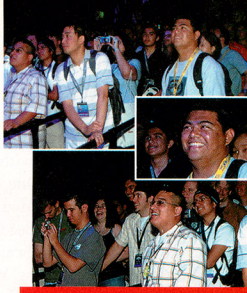


WARIOWARE, INC. DS

The WarioWare phenomenon takes wing to fun places with touch-screen control. Wario loiters on the upper screen, throwing crates onto the lower one, where each bursts into a quick-draw stylus challenge: to frantically rub and reveal a coin (as with a scratch card), paint fingernails (weird), sever a rope to drop a cage on a goose (way weird) and scratch Wario's back until he's satisfied (ewww!).

Wireless and Worldwide

The third revolution packed into the Nintendo DS will leapfrog anything the competition has going this year—wireless gaming. And while some had predicted that the DS might be wireless, no one knew how far Nintendo would go with it. For starters, the DS will be able to connect up to 16 players for real-time gaming at a guaranteed range of 30 feet, though connections can extend far beyond that under certain circumstances (don't let an 18-wheeler get in your way, for instance). DS will also be WiFi compatible, which means that players can use the DS's built-in wireless LAN connection to connect at a wireless-connection hot spot and play with other DS gamers thousands of miles away. Imagine the size of the worldwide Nintendo community when it can get together to compete and communicate over the Web—it's staggering.



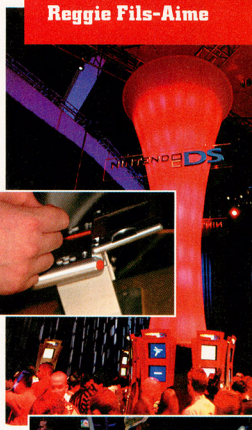
SUPER MARIO 64X4

We can only guess what's in store for a title that takes its name from the N64 smash, but we can say that the Mushroom Kingdom's about to get a lot bigger: the multiplayer demo had Mario, Luigi, Wario and Yoshi brawling on the lawn. As players skirmished for stars, they used buttons to control action on the upper screen and touched the lower map to shift the upper action-cam to spy on others.

PICTOCHAT

Why NP writer Steven G. thinks PictoChat is brilliant: "I use the stylus to type: 'Let's go to EB to forage in bargain bins. My car.' Then, before I send it, I draw my beat-up car, which turns out like a rat on wheels (cuz I can't draw). Then my friend grabs my message, erases half of my car, draws a Humvee chewing my bumper and returns it with the note: 'Let's walk. Your car is an accident waiting to happen.' Totally cool."

"But what if your friend is more than a few feet away? Say, a few time zones away? No problem."
Reggie Fils-Aime

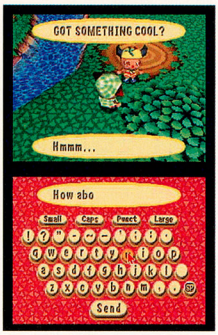


Plus More...

The power of the Nintendo DS isn't just in its screens and wireless reach. The handheld device packs much more under the hood: 16-channel sound, a built-in microphone, a rechargeable battery, one slot for DS game cards (that each hold one gigabit of info, a vastly larger amount than what was needed for the original Super Mario 64—makes ya think), a second slot for GBA cartridges (and an open invitation for developers to make plugged-in DS peripherals), and even wireless game sharing (at a developers' discretion, but imagine the possibilities).

MARIO KART DS

ANIMAL CROSSING DS



Nintendo revealed even more titles in development. The mind reels when thinking about what the DS could do for Mario Kart and Animal Crossing.

The "Third Pillar" of Nintendo

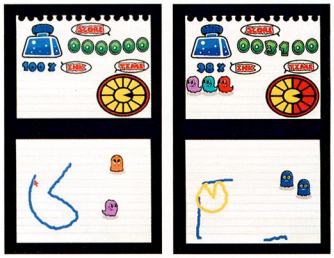
At an E^3 roundtable discussion, Nintendo game visionary Shigeru Miyamoto provided a bird's-eye view of the DS: "We're calling it our 'third pillar,' because we're able to create software that we haven't been able to create on any Game Boy or the Nintendo GameCube. We've taken ideas that we've had about connectivity and brought them into the hardware. And we've been researching wireless games and games that link to other systems for a long time. We saw with Game Boy that people would have to buy a cable to link their games. And people would need to buy our peripherals and cables to link everything together, which can be complicated. With the DS, we're bringing everything together, like the microphone that we've built into the hardware. You'll get all of this functionality right out of the box."

Hands-on with the "Developer System"

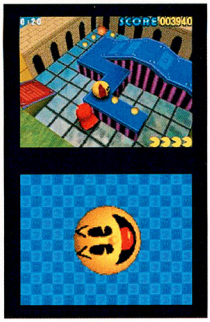
Though DS had suggested "Dual Screen" to the gaming world, Mr. Miyamoto reinforced its greater meaning as a "Developer System" at the roundtable. "A lot of developers, who've been challenged coming up with new ideas, see the DS's capabilities and get very excited. One example of that is 'Pac-Pix,' a game that Namco has created and that we're showing [in the demo area]. Namco had the idea floating around for quite a while, but there was never a hardware system that would allow them to create that kind of game. When we showed them the DS, they became very excited and said that they already had an idea that would be perfect." Many developers must have gotten just as wild-eyed at the Nintendo DS's potential, because the DS booth was crammed with demos. NP Krew member Steven G. took 'em all for a spin.

PAC-PIX

Namco has run with the DS and created a breakthrough. After you draw a Pac-Man on the lower screen—large, small or even with fangs!—it springs to life and chomps in a straight line. You'll lose it off-screen unless you quickly sketch a wall in the direction you want Pac-Man to turn. The concept: Gobble up every ghost, of course. The challenge: Do it without exhausting your ink supply on the upper screen. Verdict: an instant DS classic that we pray will see the light of day as more than just a demo.



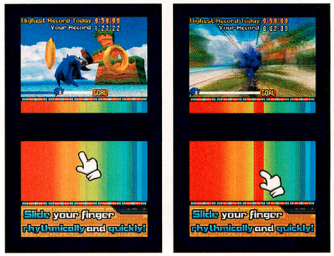
PAC 'N ROLL



The lower screen can handle any touch control that developers dream up—and Namco had the genius to smack down an arcade trackball in its Pac 'n Roll demo. As you use your finger or a stylus to spin the smiling 3-D trackball, Pac-Man rolls around a crazy 3-D landscape in search of Pac-Dots while avoiding ghosts. Namco synched the trackball up perfectly with Pac-Man's upper-screen motions. Perhaps Super Monkey Ball fans will get their own DS game from Sega someday, but Namco will always have bragging rights on debuting the most hands-on rolling control yet created for personal gaming.

SONIC E³ DEMO

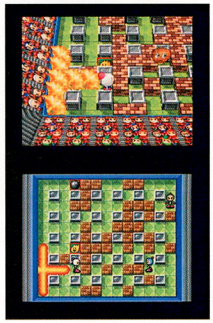
As NP went to press, Sega had already made a post-E³ announcement that Sonic is definitely bound for the DS. Who knows if the Sonic E³ Demo will inspire that title, but it does prove that Sega has a deft DS touch for its hedgehog. In the demo, Sonic races through gorgeous 3-D environments on a linear path as you scribble on the bottom screen to ramp up speed and tap the screen to make him jump. When he hits Sonic Speed 5, the world slows and electricity crackles from Sonic's high-velocity body. Truly eye-opening.



YU-GI-OH!: NIGHTMARE TROUBADOUR

Card games on handhelds have had a strategic disconnect: you can't keep an eye on the field while studying your own cards. But Konami closed the breach with its DS demo. The lower screen shows a top-down 2-D view of the field, which you touch to deal, draw and flip cards. The action is also shown in isometric 3-D on the upper screen, where creatures charge out of card faces to smash an opponent. Slapping down one of the Yu-Gi-Oh! big guns like Blue-Eyes White Dragon takes on a new dimension of drama that all card players, no matter what their loyalty, will go ape for on the Nintendo DS.

BOMBERMAN



Hudson Soft's demo showed a side of Bomberman not possible in a single-screen world. With classic controls (directional pad plus A Button), you drop bombs throughout a maze shown fully on the lower screen. The upper view mirrors the action—with a close-in view—but reveals a ghost that hunts Bomberman. If it gloms onto him, he'll be paralyzed, and you must get it off his back by frantically rubbing the lower screen. Bombs sure do carry extra threat when you're busy trying to shake the heebie-jeebies.

EGG MONSTER HEROES

Leave it to Square Enix to turn fantasy adventure inside-out for its first spin on the DS. In the first segment of its Egg Monster Heroes demo, you literally push soldiers into battle against advancing forces on the lower screen, as the upper screen depicts the battle in all its glory. While it was a little tricky to sort out which dudes you needed to shove where, Square Enix showed that it had found the pulse of a new kind of DS-based combat.

In the second segment, Square Enix does a touch-based take on turn-based fights. In one face-off, a Red Dragon stares down Terry McGaia (a bizarre planet beast with a volcano hairpiece). Both creatures are shown on a lower-screen grid, which you touch to select an attack (say, the dragon's mouth) and its target (perhaps Terry's equator). The results play out in animated splendor on the upper screen. Weird and wonderful.

MOBILE SUIT GUNDAM SEED

While most demos fixed certain kinds of gameplay on the DS's upper and lower screens, Bandai's demo flipped the action at times. Initially, you watch the upper screen as you use buttons to direct your robot through 3-D space—while you also touch the lower screen to swap out robots in mid-flight. Then when you fly into a fleet of enemy spacecraft . . .

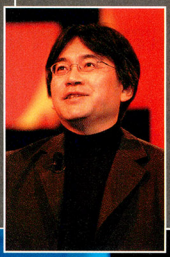
. . . the action suddenly flips the 3-D space flight to the lower screen. Then you can use the touch screen to put the finger on passing foes that you want to engage. When you've jabbed three enemies, the lower screen gives you weapon options, and you must touch one to see the battle play out on the upper screen in the form of stylized anime clips. Awe-inspiring.

DS IT'S OFFICIAL: THIRD-PARTY DS GAMES ARE ON THE WAY

Activision:	**Spider-Man 2**
Atari:	**Unnamed title in development**
Bandai:	**One Piece, plus more titles**
Banpresto:	**Dragon Ball Z**
Capcom:	**Games for the Mega Man Battle Network series the Viewtiful Joe series and Gyakuten Saiban series**
Electronic Arts:	**Need for Speed**
FromSoftware:	**Several titles in development**
Hudson Soft:	**Several titles in development**
Koei:	**Dynasty Warriors**
Konami:	**Frogger 2005, plus more titles in development**
Majesco:	**Unnamed title in development**
Namco:	**A new Mr. Driller, plus a new RPG**
Sega:	**A Sonic game, plus Project Rub**
Square Enix:	**A new Final Fantasy: Crystal Chronicles game, plus a new Dragon Quest Monsters series**
Tecmo:	**Monster Rancher, plus a title in development from Tecmo's Team Ninja**
THQ:	**SpongeBob SquarePants**
Ubisoft:	**A new Rayman game**
Vivendi:	**Unnamed title in development**

SATORU IWATA'S GAMING REVOLUTION

"Better technology is good, but technology is not enough." Nintendo's president, Satoru Iwata, who's risen through Nintendo's ranks like the Willy Wonka of hardware, has been saying such seemingly baffling things for well over two years. But at Nintendo's press event, with the Nintendo DS in hand, Mr. Iwata's statements could finally be grasped by the gaming industry. "We are proud that we established portable gaming with Game Boy. But I think we are most proud of this," he said, raising the DS high. "Of course, Nintendo DS is not the only change in our future. . . . I want you to know that Nintendo is working on our next system. And that system will create a gaming revolution. Internal game development is under way. When the impact of the new home machine comes, our revolution will be there. I suppose I could give you a list of our technical specs—I believe you'd like that [he laughs with the audience]—but I won't. For the simple reason that they really don't matter. The time when horsepower alone made an important difference is over. From this time on, we must create something more than we've been experiencing. The same way we have with Nintendo DS."



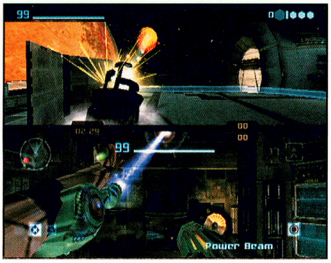
"The time when horsepower alone made an important difference is over."
Satoru Iwata

Nintendo GameCube: A House United

In Nintendo's E³ booth, evidence that the House of Mario had been united with… well… a house overrun with rabid villagers was everywhere you turned. At the pre-E³ press event, Reggie Fils-Aime fired the shot heard 'round the world—Nintendo was moving full speed ahead to satisfy *all* gamers—and the booth had titles galore to hammer the point home. The NP Krew went hands-on with Nintendo's big GCN titles, plus Capcom's RE4 (the subject of our cover story on page 44) to bring you impressions. The upcoming titles will unite gamers everywhere, but they'll also divide their budget like never before—there are many must-haves in the making.

METROID PRIME 2: ECHOES

Morph Balls, bombs, the Screw Attack, enemies that melt into puddles of black goo and ooze around, a Dark Samus, killer graphics and sound… what more could you want? Oh, yeah, how about *multiplayer*? The two-to-four person fragfest is a perfect blend of old-school Metroid action and new-school FPS expectations. (And you haven't lived until you've rolled into a Morph Ball, launched yourself out of a cannon and smashed into a friend.) Believe the hype. MP2 owns. (Release date: Nov. 15, 2004) — Alan



RESIDENT EVIL 4

Prior RE games had their sudden spikes in survival gameplay; the non-zombies now in residence sink their teeth into your adrenaline and don't let up. When you head into RE4's village, attackers flow toward you at two speeds—molasses and quicksilver—which makes you flee a mob, then crash into Mr. Chainsaw. Scurry up a ladder, then dodge a Molotov cocktail. Pump lead, then run scared. When RE4 hits the street, it's gonna take over my entire life. (Release date: Winter 2004) — Steven

STAR FOX

Now this is the Star Fox I know and love. The on-foot bits are still there (and looking much-improved), but I'm really excited about the epic space battles. The latter are on rails, similar to the Super NES and N64 games. I actually prefer that approach when it comes to space-shooters because it allows the developers to really focus on the action at hand. It makes for a more intense experience, in this case with enormous capital ships exploding around you. (Release date: Nov. 29, 2004) — Steve

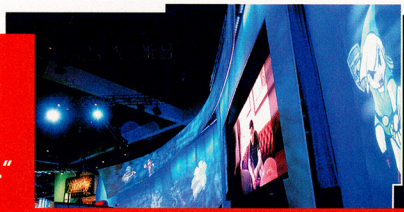
GEIST

Taking possession of ghost adventure Geist, I opted for the shoot-first, ask-questions-later style of play and took control over the guard with the biggest gun. A subtle player could infiltrate the compound with clever spirit-hopping and inhabit a chain of animals and humans on the way to the goal. The mark of a good game is that it lets players play the way they want to. (Release date: 2005) —George

ECHOES CREATES A STIR

Samus Aran fights a dark version of herself in the single-player mode of Metroid Prime 2: Echoes, and up to four of her face off in multiplayer mode—a Metroid first. Mark Pacini, the game's Retro Studios director, led a roundtable forum on both game modes. As Samus travels between two worlds, the Dark World of the Ing and the Light World of the Luminoth, she makes use of two weapon types. Says Pacini, "We really wanted to imbue the game with reasons to switch back and forth between weapons, not just for the reason that they're good against enemies, but they're essential for solving puzzles." He also weighed in on boss design, noting that Dark Samus posed a challenge because "we had to make her just as interesting as the five-story-high bosses [of the original Metroid Prime], even though she's just as big as Samus." For multiplayer mode, one of the highlights is the Hacker upgrade, which allows players to "upload a virus to [competitors] that will shut their suits down, take away their beams or force them into Morph Ball form and give them some nasty side effect."

"He with the best games wins. It's always been that way. Always will."
Reggie Fils-Aime



PAPER MARIO 2

Reams of RPGs for Nintendo systems were strewn all over E3, and Paper Mario 2 was the most charming one for the GCN. And PM2's virtues don't stop there. The humor is some of the best that we've seen in any console game to date, the battle system has more razzle-dazzle than a Broadway show and its population shuffles in lots of fantastic newcomers among its classic characters. This month's Epic Center goes hands-on with PM2—get the full scoop on page 108. (Release date: Oct. 11, 2004).

PIKMIN 2

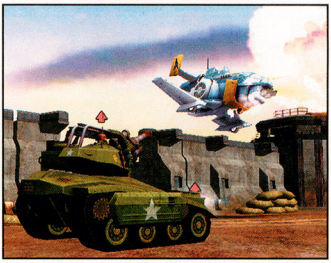
Though Pikmin 2 will be superstuffed (60 enemies, sprawling worlds, randomly generated dungeons), the E3 version was restricted to two modes: Challenge mode, which made me come to grips with using Olimar's new sidekick Louie to divide and conquer (a big improvement on the original's mass-action control system), and 2-P mode, a clash of the munchkins so brutal that I renounce anything I've ever said about Pikmin being cute. Two new Pikmin, poison whites and purple hulks, put a savage edge on the sequel. (Release date: Aug. 30, 2004). — Steven

DONKEY KONGA

Donkey Konga is the most fun I've had with a music game since Sega's Samba de Amigo for Dreamcast. The song selection for the U.S. version is wonderfully eclectic, with everything from Willie Nelson to Blink 182. It's one of those titles that even your nongaming friends will enjoy, making it the perfect game to pull out at a party. Best of all, the entire package will set you back only about $50, and you're gonna need the included DK Bongo controller for the brilliant Donkey Kong Jungle Beat anyway. (Release date: Sept. 27, 2004) — Steve

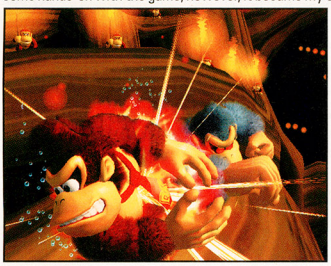
ADVANCE WARS: UNDER FIRE

I expected turn-based battles. I expected strategy. I *didn't* expect a full-on, 3-D action game. By the end of the demo, I'd driven a tank, piloted a helicopter, led an entire platoon into the enemy's gaping maw and unloaded more lead than a Sergio Leone gunfight. As a 2005 release, AW felt a little raw, and I'm still recovering from the shock of seeing the "cute" style of the GBA series translated into a GCN game where you're torching dudes with a flamethrower. But it's a title with a lot of promise. (Release date: 2005). — Alan



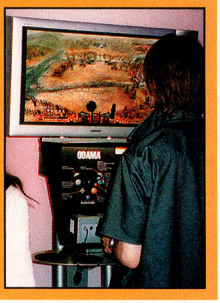
DONKEY KONG JUNGLE BEAT

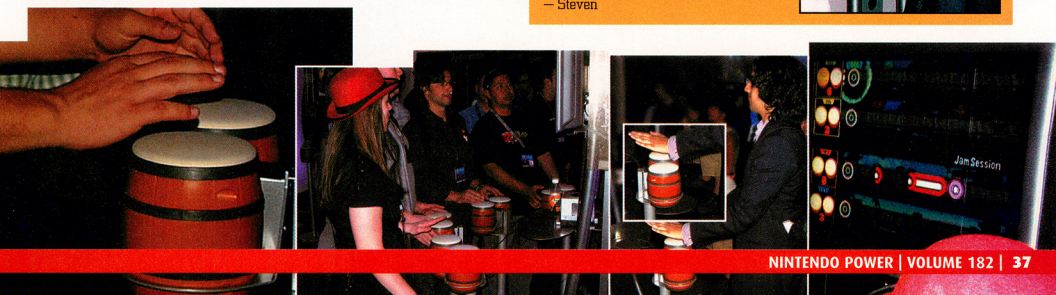
Going into E3, I can't say that I was too excited about Jungle Beat. After getting some hands-on with the game, however, it became my surprise of the show. Using the bongo controller to jump around and pummel your foes is so much more tactile than using a regular Control Pad. And when you're playing the game well, you get into this incredible rhythm where Donkey Kong moves through the level so fluidly that it almost feels like you're making music. (Release date: 2005) — Steve



ANOTHER SECRET WEAPON?

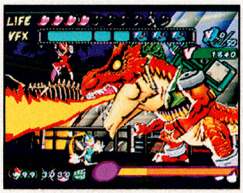
Odama. Oh, how we love it. Oh, how we will lay down our lives to defend this piece of extreme innovation. Any game that blends pinball with medieval Japanese war strategy, that lets you besiege an enemy army with the giant Odama cannonball, has won a special place in our hearts. (The place that's been vacant since we stopped crushing ants by the hundreds when we were wee.) And though tucked away in a corner of Nintendo's E3 booth, Odama drew an ever longer line as buzz for the title picked up during the expo. Check out Epic Center (page 108) for a screenshot of the action. Fear the Odama! — Steven





Nintendo GameCube: Third-Party Bonanza

Say what you will about sequels. But we think that as long as publishers fix what's broken and supersize gameplay, they can slap a 2 onto the end of a title and call it a day. But to win our respect, they've got to innovate, too. The third-party gamemongers that showed sequels at E³ get the message. **Viewtiful Joe 2** (Capcom) brings on Joe's laser-totin' girlfriend as a sidekick to help him take on a much bigger game: lots more comic-worthy locales, all six of Six Machine's vehicle morphs and at least one more superpower—the triple-or-nothing Replay attack. And **Prince of Persia 2** (Ubisoft) is radically overhauling its combat system—considered by some the only fault of the widely worshipped 2003 time-tangling adventure—to make battles more free-form and immersive. As for what's brand new in PoP2, Ubisoft is roughing up the acrobatic prince for a darker look, plus granting him new ways of screwing with time to mess with fiends. Both games have already vaulted to the top of our must-grab list.



VIEWTIFUL JOE 2

PRINCE OF PERSIA 2

DEF JAM: FIGHT FOR NY

NEED FOR SPEED UNDERGROUND 2

TONY HAWK'S UNDERGROUND 2: WORLD DESTRUCTION TOUR

KING ARTHUR

CATWOMAN

THE LORD OF THE RINGS: THE THIRD AGE

Other sequels look equally promising. **Def Jam: Fight for NY** (Electronic Arts) is jamming in 40-plus big names—Ludacris, Busta Rhymes, Lil' Kim—for a metropolitan melee that's adding more styles of fighting, like martial arts and kickboxing, to the former wrestling-only title. **Need for Speed Underground 2** (EA) is also metro-sizing its fast-and-furious gameplay across five interconnected city neighborhoods. With twice as many customizations, NFSU2 will achieve billions of car combos—it's a truly tricked-out sequel. **Tony Hawk's Underground 2: World Destruction Tour** (Activision) will satisfy THUG purists by going back to basics with its (new) Classic mode, but it gets exponentially more extreme with its Story mode, which pits Team Hawk against Team Bam—as in MTV's reigning prince of chaos, Bam Margera—on a skate-and-tag attack on the world's great cities. Name any popcorn-worthy summer blockbuster; chances are there was a console version at E³. At press time, the movie counterparts to **Spider-man 2**, **King Arthur** and **Catwoman** had yet to make their debuts. At E³, however, Activision's web-slinging sequel got kudos for breaking Spidey out of the box and dropping him into a fully explorable city (see our preview on page 50). Konami's Arthurian title, to be released several months after the July movie, looks to be splicing cinema with hack-and-slash gameplay. Just in time, too, since EA's next movie-inspired LOTR game—**The Lord of the Rings: The Third Age**—is abandoning its real-time battle series in favor of a new turn-based RPG that's set to fill the empty place in Tolkien fans' souls since there's no LOTR movie this year.

EA SPORTS PLAYS IT LOUD

EA's E³ presentation screamed at a reported 110 decibels—a sonic barrage that easily drowned out the competition. In **NCAA Football 2005**, from EA Sports, the hometown crowd creates a similar disturbance for visiting squads, causing the screen to shake and Controllers to rumble, and making audibles impossible. Another EA Sports rumbler, **NASCAR 2005: Chase for the Cup**, makes noise with its personality-driven Fight to the Top mode and 39 race courses, one-third of which are street tracks. The tag line for **Madden NFL 2005** warns us to "Fear the D;" the game offers more control over defense than ever before, including defensive hot routes. **Tiger Woods PGA Tour 2005** got pumped up, too, with more golfer customization than last year's model, plus course customization.

The storm is brewing. Madden NFL 2005 promises a realistic gridiron experience on both sides of the ball.

It's easy to get caught in the crossfire of action games at E³, and this year was no exception. Two of the best are **TimeSplitters: Future Perfect** (EA) and **Second Sight** (Codemasters), both developed by the veterans at Free Radical. The next TimeSplitters FPS will riddle the 20th century with bullets and, for the first time, with time paradoxes that see you bumping into yourself throughout history. Psychic actionfest Second Sight will debut *this* year, so make a mental note to get your hands on the stunning title. Other action titles that we already can't do without: **Tom Clancy's Splinter Cell Pandora Tomorrow** and **Tom Clancy's Ghost Recon 2** (Ubisoft), plus Blizzard's sci-fi epic **StarCraft: Ghost** and Activision's **Call of Duty: Finest Hour**, a new console title inspired by the PC smash. Call to Duty is perhaps the best WWII FPS yet to establish a beachhead on the GCN.

SECOND SIGHT

TIMESPLITTERS: FUTURE PERFECT

STARCRAFT: GHOST

TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW

TOM CLANCY'S GHOST RECON 2

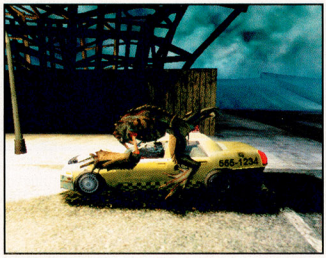
CALL OF DUTY: FINEST HOUR

TAK 2: THE STAFF OF DREAMS

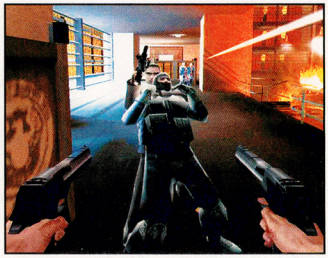
AMAZING ISLAND

It's hard to decide which upcoming platformer looks most promising. **Tak 2: The Staff of Dreams** (THQ) will work its animal-interaction juju even more than before; **Spyro: A Hero's Tail** (Vivendi Universal) will boast worlds that change under an evil influence; and **Ty the Tasmanian Tiger 2** (EA) will put 21 boomerangs plus five mech units in the Aussie's paw. Platformers are facing the pressure to deliver the goods—and they're muscling up.

We've highlighted the titles that we'll be obsessing over the most in the coming months. Role-playing fans can plunge into their own obsessions with awesome GCN RPGs like **Baten Kaitos**, **X-Men Legends** and **Mega Man X: Command Mission** in Epic Center (see page 108). And check out the even more E³ GCN announcements in Game Watch (page 20). But we'd like to wrap up the third-party GCN preview with a few predictions on the next year's standouts: Sega's **Amazing Island**, for its insanely ambitious creature customization (imagine it then unleash it in competitions); Activision's **Dead Rush**, for its jaw-dropping "Grand Theft Undead" concept; and EA's **GoldenEye: Rogue Agent**, for going where no Bond FPS has ever gone before—over to the dark side for bad-is-good gameplay.



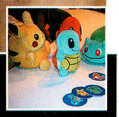
DEAD RUSH

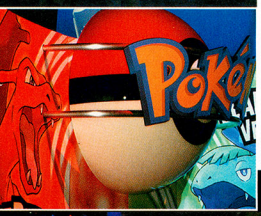


GOLDENEYE: ROGUE AGENT

21 Million and Advancing

The number of GBA owners in North America was approaching *twice* the population of New York City and Los Angeles combined as of early May. That's a lotta people to entertain. Nintendo showed some truly colossal GBA titles at E^3, plus two inventive games that will ensure that GBA mainstays Mario and Donkey Kong won't rest on their laurels this year. The NP Krew went hands-on with all of Nintendo's GBA E^3 demos to see how the titles are shaping up.

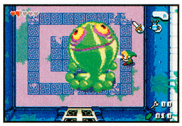




POKéMON FIRERED AND POKéMON LEAFGREEN

The September 9 dual releases return to Kanto, the realm where Pokémon began, with a new look and gobs of new features like wireless gameplay. This month's Pokécenter goes in-depth with the games on page 100.

THE LEGEND OF ZELDA: THE MINISH CAP

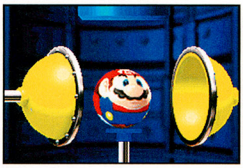


Link's got a new GBA game and new duds to match—and donning the Minish Cap to shrink down to the Minish folks' world to battle giant Chu-Chus is delightfully fun. I loved seeing familiar faces such as Malon and Tingle. The nostalgia runs deep. Kinstones are a brilliant addition: finding the person who has the matching half then fusing the stones to reveal magical beanstalks and hidden caves is a game in and of itself. (Release date: 2005) — Jessica

F-ZERO: GP LEGEND

Pressing the A Button with more intensity won't make your rocket-powered speeder move faster, but you'll feel compelled to jam on the accelerator in the face of GP Legend's tough competition. That's OK. The GBA can take the abuse. In GX tradition, the game has both a Grand Prix mode and a futuristic Story mode with screaming-hard challenges, this time with eight branching stories—it's turboriffic. (Release date: Sept. 14, 2004) — George

MARIO PINBALL



Nintendo's pinball renaissance continues with the very nontraditional Mario Pinball. Instead of a ball, it's Mario that rolls up to beat enemies and collect items and coins. In lieu of a static board, Mario shoots up doorways into interconnected areas—an excellent blend of pinball and adventure exploration. The E^3 demo's ball control was a little difficult, though it looked and sounded marvelous. Very enjoyable. (Release date: Oct. 4, 2004) — Chris

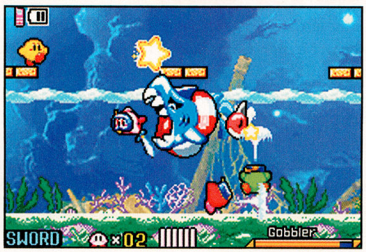
DONKEY KONG COUNTRY 2

In my book, DKC wasn't Nintendo's 600-pound gorilla back in the Super NES era. Its sequel was. More levels, more creative challenges, tons of secrets—DKC2 almost seemed to be beating its chest to announce that it was an even better platformer than the Super Mario games. So I would've been happy if the E^3 demo were just a port of the original, but it showed off a boatload of new single- and multiplayer challenges, like Diddy's Dash (races through *all* levels) and Funky's Flights (helicopter races). Who knows? Maybe DKC2 will prove king of the GBA jungle. (Release date: Nov. 15, 2004) — Steven

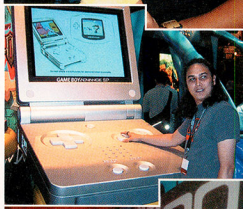
DK: KING OF SWING

It's nice to see DK back in the ol' jungle stomping ground. Part puzzle game and part platformer, King of Swing lets you climb, swing and leap your way up a screen filled with obstacles, enemies and bananas (natch!). The game relies almost exclusively on the L and R Buttons for control, which gives the climbing mechanics an incredibly natural feel. Graphics-wise, DK has the whole knuckle-dragging, chest-beating thing down cold. And you gotta love that tie. (Release date: 2005). — Alan

KIRBY & THE AMAZING MIRROR



I haven't played a lot of Kirby games, so K&TAM was quite the intro. This time, you lead four Kirbys into battle (one is controlled directly and three follow you around). My vote for the most hilarious new move goes to this game, since it has a special attack where Kirby whips out a cell phone and calls the other Kirbys, who immediately run over and beat the snot out of any nearby enemies. Hilarity was also ensured with the minigames, which includes a race to suck food off a silver dinner tray. (Release date: Oct. 18, 2004) — Alan



GAME BOY ADVANCE—EVOLVED!

The GBA isn't standing still, either. New peripherals and video capability could have the demanding GBA masses roaring for more. The Game Boy Advance Wireless Adapter, which hits stores on September 7 (and will also be bundled with the Pokémon titles), will let compatible titles connect from a distance for wireless gameplay. Nintendo and Bandai have already announced their development of GBA Paks that will include wireless gameplay—and many more games are in the works.

WIRELESS GAMES ON THE WAY

Games with announced wireless game features are (left to right) : Pokémon FireRed, Pokémon LeafGreen, The Legend of Zelda: The Minish Cap, Hamtaro: Ham-Ham Games and Digimon Racing.

From the looks of Majesco's E³ booth, the publisher sees a world of potential for new GBA technology. Majesco's new Game Boy Video format has resulted in many superfan series coming to the GBA, such as Yu-Gi-Oh! and the just-announced Dragon Ball GT. Majesco's also getting in on the wireless action with two of its own peripherals: Wireless Messenger, a powerful attachment that enables long-distance chat and instant messaging, and Wireless Link, which plugs into the GBA's Game Link port to enable wireless sessions for most GBA multiplayer titles that would otherwise require a Game Link Cable. You go, Majesco!

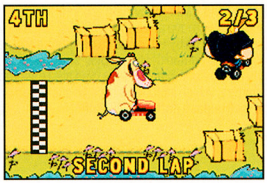
Among the many Game Boy Video series announced are (left to right): Yu-Gi-Oh!, Pokémon, SpongeBob SquarePants, Teenage Mutant Ninja Turtles and Sonic X.

Big Days Ahead for GBA

Third-party publishers were vying for the attention of GBA gamers like never before at E³. Square Enix's **Kingdom Hearts: Chain of Memories** was among the show's GBA giants. The hit series, a gripping blend of the Final Fantasy and Disney universes, is making its handheld debut in a gigantic way. Its card-slanted battle system is unlike anything we've ever seen: As Sora, KH's returning hero, you'll button-mash your way through evil mobs like you would in the best action titles. But, in a breakthrough concept, damage is based on comparing the top card of your own deck with that of your targets' decks. So while Chain of Memories *is* a slashfest, it's also cerebral—you'll always want to use your next card on a foe who will be least likely to trump you. Chain of Memories will also pack in a second huge idea: gorgeous movie sequences. We're drooling already. Fortunately, an early-fall release means we won't need to wait very long.

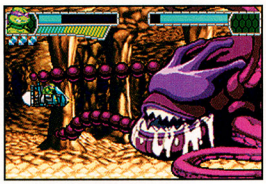
KINGDOM HEARTS: CHAIN OF MEMORIES

NICKTOONS

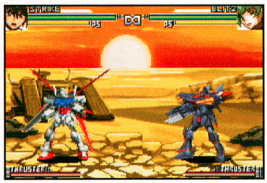


CARTOON NETWORK BLOCK PARTY

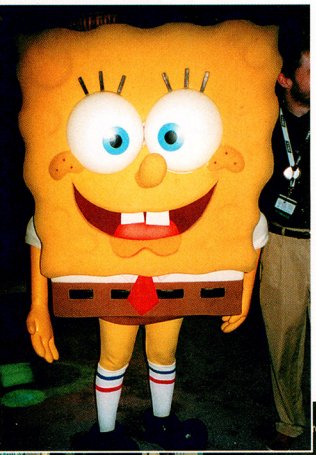
Games based on animated series have always been a natural fit for the GBA—fans love to indulge their obsession on the go—and such titles were in full force at the show. Two different cartoon *channel* games—**Nicktoons** (THQ) and **Cartoon Network Block Party** (Majesco)—will serve up plenty of SpongeBob and company in the former, and lots of Johnny Bravo and his buds in the latter. **Dragon Ball Z: Buu's Fury** (Atari) will conclude the RPG series; fighter-title **Gundam Seed: Battle Assault** (Bandai) marks the first of the Gundam titles headed to the GBA; **Teenage Mutant Ninja Turtles 2** (Konami) will explore more worlds filled with ridiculously obnoxious bosses; and **The SpongeBob SquarePants Movie**—the THQ game, that is—will soak up lots of attention when it hits stores in the fall. All in all, GBA-totin' fanboys and -girls will be more than happy in the coming months.



TEENAGE MUTANT NINJA TURTLES 2



GUNDAM SEED: BATTLE ASSAULT

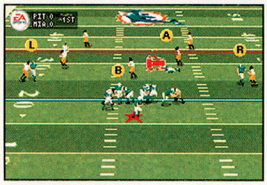


A few games featuring the stars of animated shows really caught our eye at E³. Astro Boy, enjoying a major revival on Saturday mornings, will soon be debuting in a game that's shot into the stratosphere of our most-wanted GBA titles: **Astro Boy: Omega Factor** (Sega). It's being developed by Treasure, which has a legendary touch for scrolling shooters like the brilliant Ikaruga. Short-but-savage Astro Boy is going to be huge this year. Though the Mega Man currently in the spotlight on the Fox Box is more akin to the one in the Battle Network game series, **Capcom's Mega Man Anniversary Collection** will return to the retro glory of the Blue Bomber's earliest Game Boy platforming days, while **Mega Man Zero 3** involves the action-shooter hero in his even-more-futuristic incarnation. Between Astro Boy and Mega Man, your GBA will be seeing lots of combat dead-ahead.

ASTRO BOY: OMEGA FACTOR

MEGA MAN ZERO 3

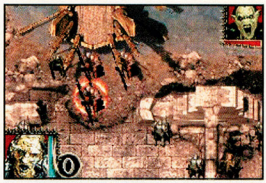
RACING GEARS ADVANCE



MADDEN NFL 2005

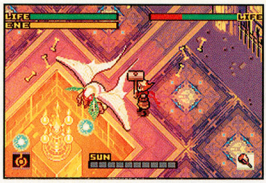
No matter how you like your racers, third-party publishers are engineering a GBA ride to suit your tastes. Most promising are **Need for Speed Underground 2** (Electronic Arts), which goes for night-racing and car-customizaton thrills; the first hand-held version of the great **Tokyo Xtreme Racer** series (Crave); and **Racing Gears Advance** (Orbital Media), a title that's getting some buzz as the best GBA street racer around. Sports fans will get two boons from EA Sports—**Madden NFL 2005** and **FIFA Soccer**. The flight-action genre will get the quirky **Banjo Pilot** (THQ), while lots of movie-tie-in titles are on the way, like EA's **Catwoman** and its new RPG, **The Lord of the Rings: The Third Age**. Among the most fascinating Game Boy Advance publisher plans are Destination's Namco titles for the GBA. Read 'em and weep: **Dead to Rights, Smashing Drive, kill.switch, I-Ninja** and **Ms. Pac-Man Maze Madness** are all headed to the handheld. Third-party support of the Game Boy Advance is a wonder to behold.

BANJO PILOT



THE LORD OF THE RINGS: THE THIRD AGE

Our excitement knows no bounds: A couple of GBA titles have us especially whipped into a frenzy. **Boktai 2: Solar Boy Django** (Konami) is turning up the heat on its awesome concept by including *60 solar-powered weapons* in the hunt for undead victims that need some sun-fueled slayin'. And **TRON 2.0** (Buena Vista) is returning to the cinematic scene of the '80s flick for gameplay that will surge across 30 story-driven levels that span isometric exploration, first-person vehicle combat and Light Cycle racing—it just couldn't be any cooler. Please let it come out tomorrow! (Unfortunately, we'll have to wait until the fall.)



BOKTAI 2: SOLAR BOY DJANGO

TRON 2.0

Nintendo Champions Your Cause

This year's E³ was a steady barrage of brilliant games and fantastic news. We feel woozy from trying to take it all in—Nintendo GameCube, Game Boy Advance and the Nintendo DS—but there's one megathrill that puts it all in perspective. The Zelda trailer. Shigeru Miyamoto has promised that the adult Link will do things he's never done before—he'll serve up savage Master Sword justice from horseback, for starters. And though we won't join Link in battle until 2005, the future Zelda is an unmistakable message that the "new day for Nintendo," the promise made by the venerable gaming giant at its press event, is already here.

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A New Evil

The Umbrella Corporation is no more. "It's the only thing that makes sense, if you think about it," explains Resident Evil 4 producer Hiroyuki Kobayashi. "Why would the U.S. government allow a company that developed the T-Virus, and in the end forced them to destroy an entire city, to continue to exist? They wouldn't. Hence the rationale for Umbrella going away after RE3." With the series's primary source of evil dissolved, gamers are about to embark on Capcom's new chapter in survival-horror—one in which the dangers they'll face are unfamiliar and the terror they'll experience is unexpected. Fear of the unknown, as you'll discover later this year, runs far deeper than fear of any zombie.

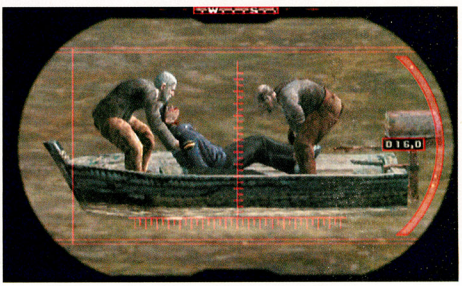
The Source of Fear

Leon S. Kennedy, the heroic Raccoon City police officer from Resident Evil 2, is now under the employ of the president of the United States. As a special agent, Leon has been tasked with finding the president's abducted daughter, Ashley. His search leads to a secluded village in the European countryside where he's attacked inexplicably by the town's crazed residents. Brandishing weapons, working in unison and moving much faster than the walking dead, his adversaries are clearly something other than zombies. But what's causing their homicidal madness? "If I told you right now, it would kind of ruin the game," says Kobayashi. "It's nothing spiritual, though. They're not ghosts or magical or anything fantastic. It's something based in the real world." When asked why they decompose into a puddle and evaporate when you defeat them, he adds, "I'll give you a hint: the creatures are called Ganado, which means 'livestock' in Spanish."

Whatever their origins, the Ganado conjure a much different atmosphere from their flesh-eating predecessors'. "One of the reasons we decided to change the enemies in the game is that zombies have become boring," opines Kobayashi. "They walk slow. We wanted more action. These new enemies are much smarter. They can dodge your attacks, surround you and tend to come at you with large, pointy objects. They give you a lot less room to breathe." And as unsettling as the agonized groans of approaching zombies could be, the way the Ganado shout at each other unintelligibly as they coordinate their plan of attack is downright bone-chilling. Kobayashi concurs: "The audio aspect is *very* important in a horror game. Without the right sounds, you really risk losing the scare factor."

The village itself also contributes to RE4's amplified ability to terrify you. As Kobayashi points out, "If you're in a very small, cramped passageway [as in the previous Resident Evil games], you know that enemies are only going to come from behind or in front, not from the right or left because there are walls there. Being able to be attacked from all angles brings about a certain amount of additional fear or tension that is only available in that type of setting." He adds that though it's much larger than what we've seen so far, the village isn't the only setting in the game. Your investigation will also lead you to the enormous castle pictured in some of the screenshots, as well as to a lake, a forest and a cave.

"These new enemies are much smarter. They can dodge your attacks, surround you and tend to come at you with large, pointy objects. They give you a lot less room to breathe."



Protecting the Innocent

When you finally do find Ashley (about halfway through the game), it'll be your duty to protect her. The Ganado will be trying to abduct her constantly, and if one manages to grab her, you'll have to give chase and shoot him (without accidentally hitting Ashley, of course). Fortunately, the president's daughter demonstrates the same impressive AI as your enemies. If a Ganado approaches her from behind and you raise your weapon, she'll duck to give you a clear shot. The young woman isn't always so cooperative, however. Kobayashi describes her as a snob who tends to get herself into trouble.

To help her out of jams, the game features a variety of context-sensitive actions. If Ashley falls from a window, for instance, you can catch her by pressing the A Button. You'll use the same button to hoist her over high obstacles, kick enemies and even run away from a giant boulder à la Indiana Jones. And to keep you on your toes, not all of the actions are restricted to the A Button. During a battle with a gigantic troll, you'll have to press the L and R Buttons simultaneously to duck under its club (the buttons will flash across the screen to warn you). It's a clever system that allows the developers to throw all sorts of situations at the player without overcomplicating the controls.

The creature models in Resident Evil 4 are a sight to behold. If you thought Nemesis was bad, wait until you face off against this bad boy.

"The RE4 team . . . learned how to use the GameCube hardware to its fullest. That little box has a lot of power."

Survival-Horror Reborn

As you've probably discerned by gawking at the screenshots, Resident Evil 4 is one fantastic-looking game. The sky-high polygon counts and masterful texture work create a gritty aesthetic that draws you in and doesn't let go. What still shots can't convey, though, is how amazing the game looks in motion (visit nintendo.com to see jaw-dropping video footage and read the complete text of the Kobayashi interview). As day turns to night (the game features real-time environmental changes), flames flicker and cast a realistic glow on their surroundings. When you fire a rocket launcher at the castle, the resultant explosion scatters debris convincingly and leaves a gaping hole in the wall. As Kobayashi boasts, "The RE4 team did the Resident Evil remake [for GCN] and helped with RE Zero. They're all veterans, and through those two games, they learned how to use the GameCube hardware to its fullest. That little box has a lot of power."

Though the game is shaping up to be a AAA title, it hasn't been an easy road for Kobayashi and his team. "This is something I haven't told anybody yet because it's kind of embarrassing," says the producer. "We originally showed a video about Resident Evil 4 to get everyone excited in November 2002. That was the initial unveiling to the press in Japan. Afterward, we decided to totally scratch all of that work and start over. Then we had a new video at E³. And guess what? We scratched that as well. The third time we tried remaking it, we didn't show it to anybody. We had a promotional video, but we had to scratch that as well. So this new style is actually the fourth time we have tried recreating it because we just could not get it to the level that we wanted."

When asked at which stage Shinji Mikami, the series's creator, decided to take over as director, Kobayashi responds, "It was the fourth version. He said, 'Enough of this crap! I'm gonna fix this!' Right from the start, we wanted to do something new and innovative for the series, so Mikami issued an order to the team: 'I want to totally re-create how the polygons, the camera, everything looks.' But, every time the staff tried to do it without his direction, they only came out with little minor changes. Nothing major. Perhaps they were too afraid to take this series that he created and totally change it. But anyways, he stepped in and showed what he wanted.

"But there are rules of engagement that you have to follow when changing a game," Kobayashi adds. "With Resident Evil, there are certain things that we couldn't change. We knew changing them would alienate the fans. Basically, what makes the series so special is that it was based on a virus. A virus isn't like a ghost, it isn't like magic... it's something that exists in the modern day. Everyone can get sick and it can do something strange to your body. This is something that is very close to all of us. It's very real. It's found in the real world. Even though the T-Virus and zombies don't appear in Resident Evil 4, there's still that element that the enemy is something that is very real. So it feels not so much like fantasy. It feels more like it could actually happen in the present day."

The end result is very distinctly Resident Evil, yet somehow it feels like a whole new experience. The determination of Kobayashi's team has paid off with a bloodcurdling new direction for the genre. Your nightmare begins this winter.

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SPIDER-MAN 2

SWING FEVER!

MARVEL'S WALL-CRAWLING SUPERHERO PATROLS NYC WITH THE FREEDOM TO SLING, SWING AND SPRING AT WILL!

Sam Raimi's 2002 Spider-Man film sparked Treyarch Creative Director Tomo Moriwaki's imagination. Watching the hero in red and blue fling his body with the twisting grace of a catapulting contortionist "was a revelation in my concept of Spider-Man, as well as [for] the rest of the team," explains the artist-turned-game-designer during an NP-exclusive demo of the latest Spidey sim for GCN. "We talked about [Spider-Man's agile movement] a lot after we saw the movie, [and] the first thing we wanted to do was bring that to the player."

The game, to be released in late June, allows the player to swing freely through New York City while telling an embellished version of the film sequel's story. In Treyarch and publisher Activision's first Spider-Man adventure, the hero could attach webbing to invisible points and soar, independent of his environment. "This time around, the webs attach to real points on the buildings, and we make use of pendular physics and gravity," says Moriwaki.

To demonstrate swinging techniques, Moriwaki makes Spidey dive to nearly ground level and buzz city traffic with tight, short swings, often grasping two webs at once. Then he climbs high above the city and executes long, loping swings that, in Activision Associate Producer Irwin Chen's mind, "sacrifice speed for style." By holding the jump button during Spider-Man's extended arcs, Moriwaki charges the hero's jumping power; when he lets go he sends the hero flying over rooftops. Says Moriwaki, "It's easy enough to go where you want to go ... but once you get more comfortable with it, you find yourself expressing your vision of Spider-Man in the way you move."

In addition to traveling by web, the character can spring into the air, bounce off buildings and run upright along vertical surfaces. "Our whole philosophy for this game was to create constant uninterrupted motion," expounds Moriwaki. "In a lot of games, when you land there's a stop of some sort. We took that away. We have this roll transition [instead]. You don't lose your speed. There's fluidity to the experience."

SPIDEY TAKES MANHATTAN

Your friendly neighborhood Spider-Man's world is expansive—a Manhattan replica that is (by scale) half as long and half as wide as the real thing, and chock full of recognizable streets and landmarks such as Broadway, the Statue of Liberty and Ellis Island. To illustrate the city's expansiveness, Moriwaki climbs to the top of the tallest skyscraper (a dead ringer for the Empire State Building) and looks over hundreds of buildings that stretch from the financial district to Central Park. "The magnificent thing is," says Chen, "everywhere you can see, you can go."

Treyarch's Far L.O.D. (Level of Detail) graphics-display engine builds the hero's immediate surroundings using high-polygon-count models, and maps them with high-res textures. Objects in the distance are rendered with less detail. The intricacies stream into the environment as the hero moves. The adventure also includes more than 100 dynamically loaded building interiors.

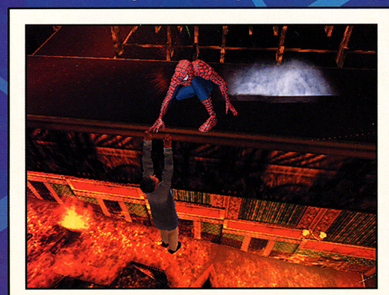
Although other games (Activision's True Crime: Streets of L.A., for example) have also taken place in replicas of real-life locations, Spider-Man's wall-crawling and web-slinging abilities forced the developers to do something that has never been done before—to look at all three dimensions of the environment and create structures that the hero can interact with from street level to the tips of rooftop antennae.

Moriwaki swings under the Queensboro Bridge and around the span's intricate metalwork, calling the structure "a mad, mad-cool jungle gym." Manhattan's world-record building density makes the entire city a perfect playground for the humanoid arachnid.

WORLD WIDE WEB

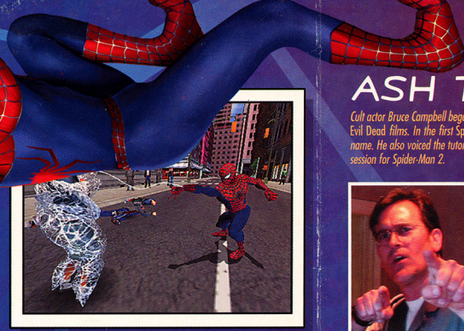
"We present this game as an experience of living Spider-Man's life," explains Moriwaki. "This is today. You are Spider-Man and you have to do the things that Spider-Man [does]." The game moves along in chapters. Within each one, the player has the freedom to pick and choose heroic missions and obstacle-course challenges. Every citizen saved and challenge won earns the player Hero Points, which take Spidey closer to chapter goals and give him currency to purchase ability upgrades from the city's Spider-Man Store.

To find superhero opportunities, the player activates a 3-D map that singles out citizens in need of rescue, important locations and starting points for obstacle courses. Standard missions range from stopping robberies to pulling people from ledges and sinking ships. Story missions have the hero interacting with characters from the film, such as Mary Jane Watson, voiced by Kirsten Dunst, and Dr. Octavius (a.k.a. Doc Ock), voiced by Alfred Molina. Tobey Maguire returns as Spider-Man. "You talk to a main character and part of the plot gets pushed forward," says Moriwaki. As the story progresses, the hero becomes caught in a web of intrigue, forced to face his toughest enemies and save the people for whom he cares the most.



Between missions, Spidey searches for 150 stashed tokens on top of buildings, floating over buoys and hidden in alleys. "If you find a place that you think is secret, you'll find a secret token there," predicts Moriwaki. A full collection of tokens unlocks an undisclosed reward.

STICKY SITUATIONS

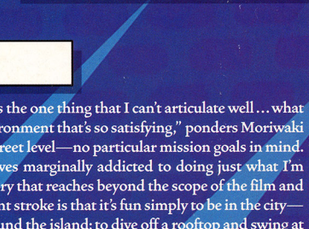


Doc Ock is just one famous Spidey villain who stands between the hero and mission success. The radioactive warrior also chases, clashes with and competes against Rhino, Black Cat, Shocker and Mysterio. Spidey uses both brains and brawn to defeat adversaries. "[He] is the thinking man's superhero," says Chen as Moriwaki faces Shocker in a warehouse battle. "For this mission, Shocker has projectile attacks, so Spidey has to use all of his abilities—his swinging, his climbing, his speed, his agility—to quickly get in and get out."

Combat upgrades give the hero more than 50 combo moves. He pulls targets toward him with his webbing, swings them to hit other enemies and pummels them using juggling moves that recall attacks from full-on fighting games. He strings enemies from lampposts and uses them as punching bags, and, harkening back to his days as as a professional wrestler, he even grapples them and runs them into the ground with a piledriver.

Spider Sense and keen reflexes also play a part in combat. When an enemy fires shots at the hero, Spidey's head flashes, signalling a need for evasive action. The character can slow down baddies for a few seconds, too, and really go to work on them, bending backward to avoid punches and countering with his own swings.

As a group of villains attempts to escape after having committed a robbery, Moriwaki directs Spidey to leap onto their getaway car and pound the windshield. The hero exclaims to the car's occupants, "You guys are in trouble now!"

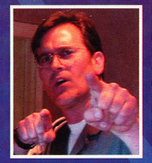


I, SPIDER-MAN

"I've been talking about this for ages, but this is the one thing that I can't articulate well…what it is about having this set of powers in this environment that's so satisfying," ponders Moriwaki as he patrols the city from three floors above street level—no particular mission goals in mind. "I'm sure that some players will find themselves marginally addicted to doing just what I'm doing now." Although the game tells a solid story that reaches beyond the scope of the film and dips into Spider-Man's deep history, the brilliant stroke is that it's fun simply to be in the city—to latch onto a helicopter and take a ride around the island; to dive off a rooftop and swing at the last moment, just missing the ground; to fight off muggers and hoodlums while protecting innocent citizens. "The advantage of video games is the interactivity. So you give the player enough stuff [to] do that's all focused on creating the right atmosphere. That's been our chosen route, to create a compelling narrative experience. You need an environment that connects the player to the character. When the story unfolds, we're trying to make it feel like [it] is happening to you, not to Spider-Man, because you are Spider-Man."

ASH TO USHER

Cult actor Bruce Campbell began his film-acting career by playing lead character Ash in Sam Raimi's Evil Dead *films. In the first* Spider-Man *movie, he was the ring announcer who gave the hero his name. He also voiced the tutorial in the first Spidey game. We caught up with Campbell in his voice session for Spider-Man 2.*



NP: What's your role in *Spider-Man 2*?
BC: The movie? In the end credits it will say I'm the Snooty Usher, but it's far more important than that. I'm the character who defeats Spider-Man, and that's all I can tell you. My character defeats Spider-Man, I can say that unequivocally. And if I'm cut out, well, then you'll never know.

NP: What's your role in the video game?
BC: Oh, I'm the host. Or whatever you want to call me. I'm the guide. The tutorial. I'm the tutor. You send your kids to school with me, I'll take care of them.

NP: Did you improvise the voice-overs on the first Spider-Man game?
BC: Well, there's always a script. And because there are programmers and people who sit in dark rooms and get pissed off . . . you know . . . you have to follow the script just so people can get through the game, and then I just throw a bunch of stuff in and [the designers] can use it or not. That's how we always do it. If they think it sucks, they don't have to use it. It's easy. It's all digital. Click.

NP: Do you see video games as a valid form of art or storytelling?
BC: I see them getting better. Because they're becoming more like movies, and movies are becoming more like video games. So there's going to be a harmonic convergence at some point where the technology is going to keep freaking out like crazy and you won't know if you're watching a movie or not. With the digital captures and the stuff that they're doing, the motion and the lighting and the contrast and the shadows . . . they've got it. They've got glares off of windshields now, they've got sun in your eyes, shifting shadows and turning corners . . . I don't know. It's close. I actually think movies wish they could do what video games do. Like the endless vistas . . . when I'm playing Smuggler's Run—which is one of my favorite games because it just involves carnage and mayhem—then you have infinite places where you can go. And movies just wish they could do that. So gamers are actually ahead of the game. And I think what will happen is that movie writers will start to write for video games, if they aren't already. It's the logical progression. And they're not going away—games just seem to get crazier and crazier in our voracious need to entertain ourselves.

NP: How closely did you work on the Evil Dead games?
BC: In increasing and decreasing amounts, depending on what we were working on. They've done three—they're doing a third one now. The first one [Evil Dead] a lot of people didn't like. The second one [Fistful of Boomstick] was definitely improved, and now they're kinda, they're doing a whole new deal. They're using rag-doll technology and. . . my terms are going to be all incorrect.

NP: Did you basically just do voice?
BC: We [Evil Dead collaborators] did voice, but we talked about atmospheres, and that Ash needs to stay low-tech. He's not a guy that's used to lasers. I mean, he's a shotgun, chainsaw, foul-mouthed kind of guy. Make sure you use the car, make sure you get the cabin right, the atmosphere. It was reviewing stuff, but because we're not gamers, it's hard for us to even give notes. You know what I mean?

NP: If you could make a game out of one of your movies, what do you think would translate best?
BC: Well, I'm going to do a film called *Man with a Screaming Brain* in Bulgaria. That wouldn't be bad, in that you have a guy with part of someone else's brain in him, and he's wandering around this very scary place. It's called Gypsytown. So he's chasing a Gypsy who killed him, the two people who were killed have teamed up now in the same body, and they're going to try and find this woman in the scary place. One guy's a businessman and one guy's a former KGB agent who was assigned to Gypsytown, so he knows where everything is and can speak Russian. So it's a weird world, kind of a horror film, and you have the brain. He's constantly melting down too, so there would be a ticking-clock element. You've got to get to a certain place by a certain time or else you die. But I don't know all those video game parameters.

NP: Have you ever done voice-overs in other mediums?
BC: I've just started to do animation. I did a cool little short called "Hubert's Brain."

NP: Got a brain theme going on here.
BC: Yeah, lots of brains. I finally got into the world of Disney with their *Tarzan* animated series. Just some, you know, smarmy reporter or whatever it was. And then some Warner Bros. stuff. So I'm kind of sneaking into that world. It's funny, I've run into voice actors who want to kneecap me in the parking lot. They go, "It's not fair! You get to do on-camera stuff too. Why do you have to do off-camera stuff!" It's great—they get really upset. You're muscling into their world, they're like "I can't do what you're doing, why should you do what we're doing?" It's like, "'Cause they asked me? I don't know. It's not like I'm trying to put you out of a job."

NP: Do you approach video game and animation voice-over work the same way?
BC: Well in cartoons, you actually have to go for more of a character. So I just did a pilot called *Bench Presley, Private Eye*. It's a futuristic . . . it's like an angular version of *Ren and Stimpy* as far as the design goes. And in that one, no one has ever done the series before, so you have to create a character. And in most of it you're coming off the writing, your character comes off the page for most of it. So that's a little different.

NP: Would you ever like to direct a video game?
BC: I have a video game I want to do called Race Across the States. But again, see, my formats are always . . . this is why I'm even uncomfortable pitching it, because gamers will go, "Ha ha! That's not how a game goes, you idiot!" But my scenario would be something to the effect that you have a huge prize and you have to get from L.A. to New York. You get a choice of cars; you can have a fast car, but you'll use more gas and you're more likely to get arrested. Right? You can use a Hummer and go cross-country. You're going to go even slower and use a ton of gas, but you can bust through walls and stuff like that. You can use a Ford Explorer which is sort of medium-grade. You can take a tractor if you want, but everything comes with its own ramifications. And you can pick passengers! If you pick a sexy blonde, you can get money and she can get cheap hotel deals for you, but she can't help if the car breaks down. And she's more likely to get robbed. You can take whatever route you want, but there might be construction, bandits . . . it's like Oregon Trail. Remember that?

NP: The old PC game?
BC: Yeah! It's like Oregon Trail with big engines. And you can pick your profession. If you're a doctor, you get lots of money and have good stuff, but you don't know about cars. You might want to carry Uncle Joe the mechanic as your partner. It's all a value judgment. And then the game either blows up in your face or you win. Oh, and you can battle the other cars, too. If you bought weaponry, you can take them out. But you can get caught, too. And arrested. Anyway, that's my theory.

NP: We'd play it.
BC: I want the scenarios to play out, like, "Where do you think yer goin'?" So you take a back road and have the hillbillies who stop you, and a whole scenario would play out. So depending on who you were with . . . you could throw the blonde to them and take off. Anyway, it's all just a theory. And I have to give my kids five percent of the game. They helped come up with it over dinner at Denny's.

NP: I don't know if we should print all that.
BC: Just put Copyright Bruce Campbell.

NP: If there was one question you never had to answer again, what would it be?
BC: Will there be an *Evil Dead 4*.

NP: What's the biggest misconception people have about you?
BC: Most people don't know I have two acres of lavender on my property. And get this: last year I took my lavender, harvested it and took it to Steven Segal's ranch to distill it into essential oils. So it was me and Steven hanging out and smelling like lavender. Except he wasn't there. But it was his facilities.

NP: Did you sneak on?
BC: No, he knew. We worked it out with his ranch people. It's a big ranch, like a 10,000-acre ranch. And he has acres and acres of botanicals; he grows all these herbs and has a distillation place. So most people don't know I'm a lavender merchant. I don't tell that to too many people. Around here they'd beat the [expletive deleted] out of me.

NP: Aside from Smuggler's Run, what are some of your favorite games?
BC: Actually, I go way back to Asteroids. Because the way that the little missile would float seemed really realistic. You'd hit the retros to slow you down and then you'd go the other direction, and the more asteroids you blew up, the harder it became. It's like, you had to blow up all the asteroids before they ran into you, but the more you blow up, the more pieces there are. And they speed up! Uh . . . Berserk was a good one. I watched Sam Raimi beat Brian DePalma at a game of Berserk in New York City once; that was great. Brian was doing the film *Blow-Out* with John Travolta and we were doing *Evil Dead*. And the mixing facility was right across the way, and DePalma would go in there during his lunch hour and play video games. And so Sam kept watching him do that and he goes, "I'm going to play DePalma!" So he challenged Brian DePalma and he kicked his ass at Berserk. DePalma was kind of a grumpy guy anyway. Stayed grumpy. But, see, I missed that gap. I played the early games, but then I got busy making money or whatever, and the gaming thing just went away. Plus systems were changing too quick. They went through their version of the Beta VHS [expletive deleted], where if you picked the wrong version you were kind of screwed. But now I think it's all shaking out. It's who's going to live or die now.

NP: What are some of your favorite movies? Outside of *Spider-Man*, of course.
BC: Anything with William Holden in it. *The Bridge on the River Kwai* is my favorite movie. Because it's not marketed for 14-year-olds, and there's not a hip soundtrack and there's no UPN actors in sight. You know, the actors are actually adults, and it's an adult theme. There's no dumb-ass car chase at the end. I guess that's my reasoning. David Lean, that hack director . . . who Spielberg wishes he was.

NP: I take it you like *The Wild Bunch*?
BC: I do like *The Wild Bunch!* Because again, it's not for teenagers. I mean, these are tough, hard-ass guys, and they're all old! You got Robert Ryan, William Holden, Ernest Borgnine, none of those guys are under 45 if they're a day. Now you'd have to have an 18-year-old kid in there. Some young gunslinger.

SPIDER-MAN 2™

NINTENDO POWER®

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Tales of Symphonia™

THE RPG WORLD IS ABOUT TO EXPERIENCE A NEW BEGINNING. GET READY FOR AN INCREDIBLE JOURNEY!

The long wait is almost over. Tales of Symphonia, Namco's fantastically huge Nintendo GameCube RPG, will hit store shelves in July, and we're sure that there will be plenty of folks standing in line. But Tales is not an RPG to approach lightly—there are secrets and systems and strategy galore, and mastering them will mean the difference between success and failure. This month we'll give you an in-depth look at the systems that make Tales work. You'll want to know all about them before starting a new game, so read the article carefully and keep it handy for later reference.

EPIC CENTER SPECIAL

ESRB: TEEN — Fantasy Violence, Language, Suggestive Themes

BATTLE ON

Tales uses something called a Linear Motion Battle System, which lets fighting happen in real time and gives you the ability to move both horizontally and vertically across the screen. It also allows you to play through the entire game in co-op multiplayer mode! If you do, your friends will control different party members during battles.

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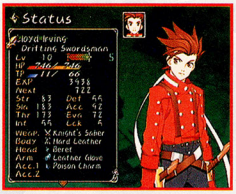
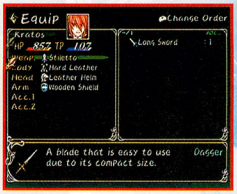
CHARACTER STRENGTHS & CUSTOMIZATION

Tales of Symphonia offers an almost unprecedented degree of control when it comes to leveling up your characters. Between finding EX Skills, building weapons, gaining titles and learning abilities through experience, you'll be able to build a fantastic party that battles the way you want it to. The first four members of your party are shown below—but others will join and leave as you progress through the game.





LLOYD IRVING

Young, cocky and aggressive, Lloyd Irving is not your typical hero. He possesses a special item that his enemies (a race of half-elves called Desians) want desperately.

Lloyd's Potential

Lloyd's combat focus is almost entirely on physical attacks. He's a good person to initiate combos, especially in the later stages when he learns moves that stun his foes or knock them into the air.

GENIS SAGE

Lloyd's friend and companion, Genis is a young half-elf who specializes in technical skills (magic). He tends to speak without thinking, but his courage in a fight is undeniable.

Genis's Potential

Genis is a great supporting character and can easily become the strongest magic user in the game. Work on upgrading his Intelligence, TP (Tech Points) and Accuracy, and let him go to town.

COLETTE BRUNEL

The Chosen who is foretold to save the world, Colette is a quiet girl who seems unprepared for the trials ahead of her. Her pluck and optimism make her an ideal travel companion, although the trip takes a toll on her very nature.

Colette's Potential

Colette has a nice blend of physical and technical abilities. She tends to burn through Tech Points, so raise her TP stat and use a strategy of Moderation. (See the following pages for more on strategies.)

KRATOS AURION

Strong, silent Kratos is a mercenary who works not for the good of others, but for the feel of coin in his hand. Don't mistake him for a greedy sell-sword, though—he's strictly a businessman.

Kratos's Potential

Kratos is invaluable in the beginning, as he's far more powerful than anyone else. He's also the only one who knows Heal. Don't have him heal all the time, however. That would be a waste of his awesome fighting skills.

A JOURNEY OF A MILLION MILES

The world of Tales is called Sylvarant, and it's a massive place divided into the overworld (where you wander around freely) and specific locations (such as towns and forts). Monsters appear as black shadows that you can fight or flee from, but don't avoid too many battles or you won't have enough experience to continue.

Explore at Will

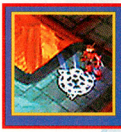
Search everywhere. You'll often find secrets and hidden items in the most unlikely of locations. When you can interact with something, an A Button icon will appear at the top of the screen.

Noishe the Taxi

Guidepost Monuments in the overworld will let you ride your pet, Noishe, in that area instead of walking. It's a fast way to travel, but you won't be able to see treasure chests while mounted.

Additions to the Tale

As you wander, a Z Button icon will often appear at the bottom of the screen. Press Z to see a cut-scene in which your party members chatter among themselves. The cinematics add a lot to the experience.

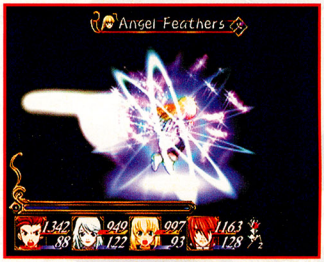


Using Memory Gems

You can save your game only at a save point. Some of them, especially in dungeons, must first be unlocked with a Memory Gem. You can find the gems by defeating enemies.

USING THE LINEAR MOTION BATTLE SYSTEM

The real-time nature of the Linear Motion Battle System means that each fight will be different, resulting in gameplay that never gets old. It also means that you need to stay on your toes to avoid being walloped! By scripting your characters properly and learning how to fight, you can gain the upper hand against any foe.



THE BATTLE FLOW

When a battle starts, you can choose which enemy to target by holding down R and moving the Control Stick. (While you're targeting, the action will freeze.) Strike a balance between wearing down strong characters and eliminating weak ones right off the bat.

Once you select a foe, move close enough to strike, then raise your guard by pressing the X Button.

After you guard, counterattack with A to build your TP. Use Technical Attacks to finish off your opponent.

Keep an eye on the party's HP. When necessary, use healing items or retreat by pressing the Y Button.

BUILDING TECH POINTS

Technical (or Tech) Attacks are the key to winning battles, and you need TP to pull them off. You'll gain TP for striking an enemy with a standard attack (A Button) and for successfully finishing a battle. It's easy to go crazy with Tech Attacks and run out of TP, so you must use the standard strike wisely.

The Standard Strike

The A Button is your standard attack. Use A in conjunction with the Control Stick to pull off different moves. Use A Button attacks against weak creatures and save your TP for the tougher ones.

Tech-Attack Takedown

Tech Attacks include magic spells (such as Heal, Fire Ball and Stone Blast) and pumped-up physical strikes (such as Tempest and Double Demon Fang). You'll learn new Tech Attacks in midbattle once you gain enough EP.

DEFENDING YOURSELF AND OTHERS

The best defense is . . . a great defense! If you wade into every battle with swords flying, you're going to have a tough time of it. There are three ways to prevent damage: you can block blows with your weapon (called guarding), you can dodge, or you can use special Guardian Skills.

Blocking Blows

Guarding is usually the best way to avoid damage. After your guard blocks an enemy attack, you can counterattack. Guarding isn't perfect, however—it's ineffective against magic, and it can be broken if you hold it too long.

Guardian Skills

Once you learn your first Guardian Skill, you can use it by pressing X and Down on the Control Stick. Guardian Skills are very powerful, but they take a ton of TP. Save them for boss fights or times when you're backed into a corner.

Setting Up Tech Attacks

In the Tech menu, you can set as many as six Tech Attacks to the B Button (in conjunction with the Control Stick) and C Stick. You're not limited to the character you're controlling; any party member's Tech Attack can be set. Use the ability to help set up combos.

Setting AI Scripts

You can set your character's defensive AI script in the Strategy menu. (A script tells computer-controlled characters how to act during battle. See the next page for more info.) Have weaker members stay out of direct combat and attack with long-range magic.

UNISON ATTACKS

Unison Attacks (or U-Attacks) are mighty Tech Attack strikes that the entire party launches on a single foe. In addition, the moves takes no TP. You won't learn U-Attacks until you're about 10 hours into the game, but once you do you'll wonder how you lived without them.

Launching a Unison Attack

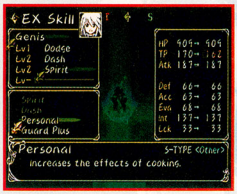
When you gain the U-Attack ability, a meter will appear at the bottom of the screen. As you fight, the meter will fill slowly. Once it's completely full, you can launch the U-Attack by pressing Z.

After pressing Z, hit A, B, X and Y (in any order) to launch the Tech Attack. You can set which Tech Attacks will be used in the U-Attack menu. Some combos, such as Fire Ball followed by Sword Rain, do massive amounts of damage.

EX SKILLS

Everyone can equip up to four EX Gems. Once a gem is set, you can activate skills in that gem's slot. The skills differ per gem and can be changed at any time.

Compound EX Skills



If you activate two adjoining EX Skills and complete a battle, you may learn an ability called a Compound EX Skill. Examples of EX Combinations that will lead to compound skill are Strong + Tough, Tough + Dash and Magical + Spirit.

End-of-Battle Stats

When you finish a battle, you'll see a screen that shows how much EP and Gald (money) you gained, plus your time, max combo rating and other stats. You'll also see your GRADE rating. You can trade in your total GRADE for EX Gems by talking to the Katz Discovery Team.

The Magic Lens

Early in the game, Genis's mother will give you a Monster Album that stores data on every creature you encounter. If you want to fill it, use a Magic Lens on a monster to get detailed info. Don't forget to use the lens on bosses as well—you have only one chance to log them!

STRATEGY AND AI SCRIPTS

Setting your AI scripts wisely is essential in Tales of Symphonia. There are three script categories: the top one is offensive, the middle one relates to TP consumption and the final one is defensive. You'll have a number of choices in each category, so tailor them to the situation. You can change a script in midbattle by pressing Y and selecting Strat.

CHANGING STRATEGIES

In addition to setting strategies for individual characters, you can command the party to change behavior in the midst of a fight. To do so, hold R and press the Control Pad to make the party use one of the options below on the selected monster.

Technical vs. Strike

Each character has a predisposition toward either Technical Attacks T or physical strikes S. You can see which a character prefers by opening the main menu and looking at the colored bar with a T on one end and an S on the other. Keep the character's preference in mind when assigning strategies.

Reserve

If you're running low on TP or think you can eliminate the remaining foes with little trouble, choose Reserve to make your party conserve TP.

Guard

If you need your party to adopt a defensive posture, Guard is the way to go. They'll still attack, but defense will be the foremost concern.

All Out

Sometimes you just have to drop the hammer. All Out throws caution to the wind and causes your team to attack with no regard for TP or defense.

ALL THE EXTRAS IN THE WORLD

Tales of Symphonia has so many features we can't even begin to cover them all. Here's a quick sampling of some of the side quests, strategic elements and extras that you'll want to experience for both fun and profit.

WEAPON & ARMOR CUSTOMIZATION

In most RPGs you sell old weapons and armor as soon as you buy new ones, but don't do so in Tales! Special craftsmen in cities around the world can customize your old weapons to create more powerful ones.

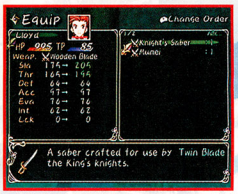
A Note on Weapon Customization

Your character can't ever be without a weapon, so you can't customize a weapon that you're holding. Keep a spare, cheap weapon on hand for each player so you can customize his or her currently equipped one.

Finding the Goods

Customization requires you to fork over a weapon or piece of armor, plus up to three special items such as Beast Hide and White Silver—which you'll find in dungeons or earn by defeating enemies.

Window Shopping



When you look at a new item, you'll see how it will affect your stats. Gald is fairly rare, especially in the early going, so shop carefully. Note that customizers don't charge Gald for their services.

LEARNING TO COOK

Cooking is a world unto itself in Tales of Symphonia. When you cook an item, it will often restore a bit of HP, but certain dishes will do a lot more. You can prepare food either in the Cooking section of the main menu or at the end of a battle.

Cuisine Reigns Supreme!

You'll learn new recipes by talking to the Wonder Chef—a bizarre individual who travels the land dispensing gastronomical wisdom to all who seek it. For reasons known only to him, the chef disguises himself and hides in nooks and crannies all over Sylvarant. Look in every corner to find the man and his giant fork.

THE MONSTER ALBUM

Genis's mom is an archaeology buff named Raine. In addition to joining your party, she gives you the Monster Album. It's not necessary to fill the entire thing, but it is one more fun activity that adds hours of play time to the main quest.

The Known Identity

Although filling the Monster Album is optional, you will glean a lot of important knowledge from it. The album can tell you an enemy's weaknesses, where it can be found, what items it drops and what items you can steal from it—all good things to know.

LEARNING TITLES

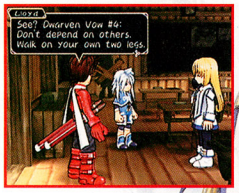
Titles determine how your character levels up. You'll learn some automatically, but many are secrets. For example, Genis can learn Dependent by doing nothing during a battle, and Colette can learn Turbo Waitress by finishing a minigame.

Katz Exploration Teams

Every decent-sized town has a Katz Exploration Team. The teams will, in exchange for a handsome sum, search out monument locations, overworld treasure chests that you missed or monsters that aren't in the album. They will also trade EX Gems for GRADE—a stat that you can raise by performing well during battles.

THE TALE OF A LIFETIME

If you demand games that are incredibly deep, masterfully written and unbelievably fun to play, then Tales of Symphonia is for you. It's hard to describe just how good the game is, and we've barely touched on the title's astounding replayability and depth. Next month we'll begin a walk-through that takes you all across the land of Sylvarant. By July, you should be more than ready to take up the challenge of Tales.



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A DANGEROUS CONVICT HAS ESCAPED AZKABAN PRISON AND IS RUMORED TO BE HEADED STRAIGHT FOR HOGWARTS TO FIND HARRY. . . .

Harry Potter AND THE PRISONER OF AZKABAN™

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FRIENDS THROUGH THICK AND THIN

EA's latest Potter adventure for the GCN allows you to alternate control of Harry, Ron and Hermione. Each character possesses unique spells and abilities. For instance, Harry is the most agile and athletic of the three. He can jump and climb to reach areas the other two can't. (Ron's and Hermione's abilities are listed to the right.) We'll guide you through the first three days of the game. Come aboard the Hogwarts Express and let the fun begin!

HERMIONE GRANGER

Hermione is petite and light; she can crawl through narrow spaces and walk on thin ice.

RON WEASLEY

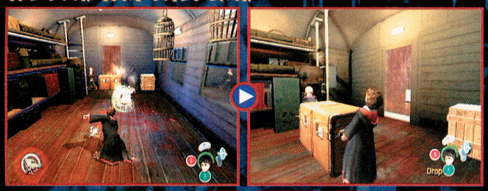
Ron possesses a special sense that allows him to see secret doors and ferret out hidden items.

EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence

THE FIRST DAY

Harry, Ron and Hermione are whispering excitedly in one of the Hogwarts Express passenger cars when Crookshanks, Hermione's beast of a cat, chases after Ron's rat, Scabbers. Not wanting to wake Professor Lupin, Harry and Ron venture out to search for the escaped rat—what they find is far more frightening.

THE BOOK THAT BITES BACK



When you enter the luggage car, the Monster Book of Monsters will lunge at Ron and attacks. Save Ron from the savage book by casting Flipendo on it. Press R to lock onto your target then press X to cast the spell. After you lay the book to rest, help Ron move the large trunk away from the door.

In the dining car, Malfoy has caught Scabbers and refuses to let him go without a fight. Defeat Crabbe and Goyle by hitting them with Flipendo, then knock Malfoy on his backside the same way.

After the scuffle with Malfoy, the train will stop abruptly—signaling the Dementors' arrival. Drag Harry away from danger. When the Dementor attacks, wiggle the Control Stick rapidly to break free.

Professor Lupin will come to the rescue and ward off the Dementors. When Harry regains consciousness, Lupin will give him the *Folio Bruti*. Shortly thereafter, you'll arrive at Hogwarts.

THE *FOLIO BRUTI*

Ron will ask you to show him the *Folio Bruti*. Press Z to call up your inventory, use the Control Stick to highlight the *Folio Bruti* then press Z again to show the book to him. The tome, which displays info on magical creatures, is missing many of its pages—you'll have to search for them throughout Hogwarts.

Walk down the stairs to the Gryffindor Common Room and speak with Hermione to learn the Expelliarmus spell. Check out the notice board before you follow Ron to the Fat Lady's corridor.

Ron will ask you to practice your spells with him. Cast Flipendo at him while he defends with Expelliarmus, then switch roles and defend while he attacks. After you spar, exit to the Grand Staircase.

THE SPECIAL WEASLEY TOUCH

When you arrive on the sixth floor, Peeves will sic an enchanted book on you—deflect its attacks with Expelliarmus. Defeat the book then enter the disused bathroom and talk to Fred and George. Press B to control Ron and open the secret door. (You can buy the Owl Care Kit from the shop later.)

DEFEND YOUR FRIENDS

As Harry, run and jump across the gaps to reach the switches at the far end of the room. Sidle along the ledge (walk toward the wall to press up against it) to reach the left switch. When you push all three switches you'll release some pixies; target them and blast them with Flipendo.

TOGETHER YOU'LL LIGHT THE WAY

After you defeat the pixies, switch to Ron and open the secret passage. Cooperate to lift the trunk and drop it against the flat wall. Take control of Harry and climb on the trunk to reach the raised area. Hop onto the mirror and turn it to reflect light onto the crystal ball across the room.

POLLEY-PUZZLE PREDICAMENT

Cast Flipendo repeatedly on the bull's-eye to lower the large block. As Harry, shimmy up the rope then defeat the pixies by blasting them with Flipendo. Cross the beam and slide down the rope on the other side. When you exit the room, you'll be separated from Ron.

Open the treasure chest at the end of the trail of beans to find an Owl Treat. When you feed one to Hedwig, you'll take control of her—your feathered friend can reach lofty heights.

SOAR TO NEW HEIGHTS WITH HEDWIG

Another Monster Book of Monsters will attack you when you obtain the Owl Treat—your skill with Flipendo will tame its wild side. Defeat the book then walk up to the owl perch. Call Hedwig, feed her the Owl Treat then take control of her to snatch the Marauder's Map and bring it back to Harry. Say the password in front of the portrait to exit the room.

TIPTOE THROUGH THE SHADOWS

Sneak around the bookcases and past the guardian statues to the switch on the left wall. Hug the walls, move slowly and observe each statue's pattern. Use the C Stick to rotate the camera—dash by when a statue's gaze sweeps away from you. If you get caught, you'll have to start over.

SIDLE AND SNEAK

More statues guard the rooms ahead. Sidle against the walls and sneak past them. Watch out for Professor Snape in the last room—sneak around the room clockwise so he doesn't see you. If you shoot a spell in Snape's direction, he'll run toward you. When he does, duck and sneak the other way. If you reach the door before he starts his rounds, you'll be home free!

When you've completed every task in a day, your Remembrall will glow red in the bottom-left corner of your screen. Hit the Z Button to view your tasks. You can press A to end your day when you've finished exploring.

THE SECOND DAY

Harry and Ron wake up early in eager anticipation of their Defense against the Dark Arts class, but Hermione is still asleep when they call her. Guide Hermione down to the Gryffindor Common Room to meet Harry and Ron, then use the Grand Staircase to reach your class on the third floor.

THREE FOR ONE AND ONE FOR ALL!

Professor Lupin will ask Harry, Ron and Hermione to retrieve the Glacius spellbook. Dispose of the pixies then work together to center the massive furnace on the round floor switch. (You can press L to call your friends when you need their aid.) When the switch is activated, the two gates at the top of the stairs will lower.

Travel through the hall to the next room—take out the pixies on the way. Press the button on the wall then rotate the three mirrors to open the door. As Harry, walk through the door; you'll be temporarily separated from Ron and Hermione.

Defeat the pixies then shoot the bull's-eyes with Flipendo to raise the ice platforms. Hop across the raised platforms to reach the upper area of the room your friends are in. Hit the bull's-eye to open the door below, then rejoin your friends.

EACH IN ITS PLACE

As Harry, push the box up against one of the short shelves in the back of the room. Hop onto the box then run across the tops of the shelves to the ledge in front of the wall switch. Switch to Hermione or Ron and move the box onto one of the floor switches. Stand on the other two floor switches to lower the wall, then change to Harry and press the wall switch.

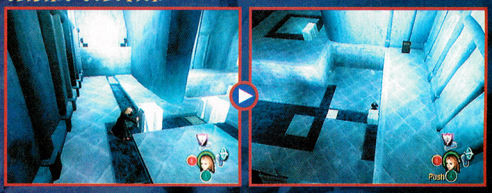
Climb the stairs and use Expelliarmus to defeat the book. Switch to Ron, open the secret door then cast Flipendo on the blue lizards. Hit the bull's-eye switch then take out the pixies.

Switch to Hermione after you defeat the pixies. When Ron hits the bull's-eye switch, he opened the gate partially. Hermione can squeeze through the small opening to continue alone.

ICE-BLOCK CHALLENGE

Push the ice block against the left wall (shove it left, down then left again). Climb to the upper area then push the block on the short side of the rectangle right then down. Push the other block down then left onto the switch to lower the ice pillar. If you want to plunder the two nearby chests, you must push the blocks around twice.

SLIDING SOLUTION



After you lower the ice pillar, hop to the lower area again. Push the ice block around the rectangle so that it slides up against the long wall (see the right screenshot above). Open the chest to find a Collector's Card.

GLACIUS-THE FURY OF WINTER AT YOUR FINGERTIPS

Approach the Glacius spellbook and press A to learn the spell—only Hermione can use it. After you obtain the spell, the area will transform into a blazing inferno. Equip Glacius to your wand; freeze the lava to create thin ice paths and blast fiery foes with Glacius then Flipendo.

You'll face one final challenge before you reach your friends. Freeze the puddle to create an ice block then push the block off the ice and against the wall; hop onto it to reach the switch.

SCORCHIN' SALAMANDERS

Climb the stairs and grab the chocolate frog in the chest—you'll need your health. Cast Glacius on the hot air above the lava to create an ice path, then rejoin Harry and Ron. Put out the Salamanders' life-giving flames with Glacius so they can't respawn, then freeze the beasts. Harry and Ron will finish the job with Flipendo.

OUT OF THE FURNACE AND INTO THE FIRE

When you return to the first Glacius challenge room, the giant furnace, cauldrons and braziers will have sprung to life. Freeze the boss with Glacius when it opens its doors, then cast Glacius and Flipendo on the brazier that it shoots. Destroy both braziers then freeze the furnace into submission.

After your chat with Professor Lupin, go to Potions class in the dungeon—your day will end after the class. Administer a Wiggenweld potion to Harry when Ron spills a potion on him.

THE THIRD DAY

The third day (which is actually the evening) begins with a challenge—Malfoy and his lackeys have trapped poor Neville on the fifth floor with a menacing ghoul. Hermione is busy studying in the girl's dormitory, so it's up to Harry and Ron to save Neville.

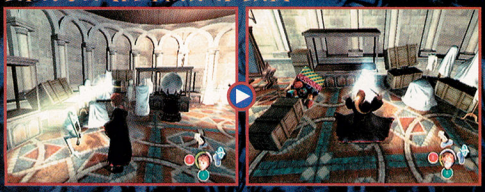
WIZARD SHOWDOWN

You'll run into Malfoy, Crabbe and Goyle on the fifth floor. Hit the dungbombs in the display cases to stun your opponents, or rush in and blast them point-blank with Flipendo. Use Expelliarmus to deflect their spells. Defeat the devious trio then enter the adjacent room and battle the musical instruments.

A FRIEND IN NEED

When you discover Neville, he'll be cowering on top of a bookshelf and dodging toys the ghoul chucks at him. You can't save Neville without Lumos Duo to frighten the ghoul away. Switch to Ron and search the jack-in-the-box—it will spring open and launch you to the ledge above. Battle the enchanted toys then exit the room.

LUMOS DUO–THE MAGIC OF LIGHT



Open the spellbook to learn Lumos Duo—a wand-illumination charm that only Ron can use. When you learn Lumos Duo, you'll accidentally release the Hinkypunks from their glass case. Use Lumos Duo to make the critters visible, then blast them with Flipendo. You'll battle two Hinkypunk waves.

TOYING AROUND

Once you defeat the six Hinkypunks, cast Lumos Duo on the crystal ball until it emits a beam of light. Rotate the mirror to reflect light onto the switch above the door, then walk through several doors to face a punchy toy robot. Cast Flipendo when the bot shoots its missiles.

THAT'S A GOOD GHOUL

After you defeat the robot, the toy train will stop on the side of the railing. Cast Lumos Duo on the train's crystal ball to open a small gate near the ghoul. Hop down and use Lumos Duo to herd the ghoul into the small room—the door will shut and trap the monster. Return to the common room and end your day.

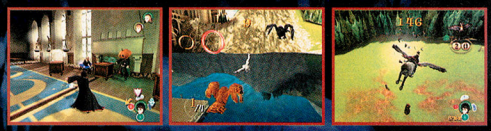
EXPLORATION REMINDERS

Hogwarts is pulsing with mysterious secrets and hidden treasures. Only the most clever and mischievous students will discover them all. Keep these four exploration tips in mind—it's like having your very own Remembrall everywhere you go!

- **USE RON** to search for hidden rooms—they'll appear in green on the Marauder's Map. Ron can also move objects and find hidden goodies in bookshelves. Look everywhere—you never know what you'll find!
- **OPEN EVERY CHEST** you come across. You'll find useful items, *Folio Bruti* pages and Collector's Cards. The cards are organized into sets. Each time you complete a set, you'll earn a special reward.
- **COLLECT BEANS** as you explore Hogwarts. Search cauldrons, bookshelves, chests, etc. The more Bertie Bott's Every-Flavor Beans you collect, the more you'll have to spend at Fred and George's shop.
- **ALWAYS RETURN** to any of the castle's floors, doors or chests that you couldn't access at first. The further along you are in the story and the more spells you've learned, the more secrets you'll gain access to.

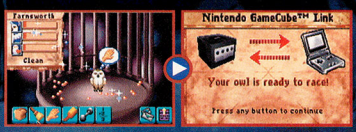
MAGICAL MINIGAMES

Take a break from your studies with three unique minigames: Dueling Club, Owl Racing and Hippogriff Flight Challenge. Once you've unlocked a minigame in the story mode, you can select it from the main menu. You can also download two Harry Potter minigames to your GBA (without needing a Game Pak).



OWL CARE KIT

Purchase the Owl Care Kit for 50 beans from Fred and George's shop on your GCN PoA game, then use a GCN-GBA Game Link cable to link to your GBA PoA Game Pak. You'll get your very own owl! Send it out to pick up owl post (it will return with a random item for you) and more!



Feed, pet, groom, exercise and teach your owl on the GBA, then upload it to the GCN to participate in owl races.

HE'S HERE. . . .

The Fat Lady is missing, and rumors are spreading like wildfire—Sirius Black has made his way into Hogwarts. Harry, Ron and Hermione must get to the bottom of the mystery surrounding the convict and the Dementors before it's too late!

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TEEN T CONTENT RATED BY ESRB
Blood
Drug Reference
Violence

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CLASSIFIED INFORMATION

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PHANTASY STAR ONLINE: EPISODE III C.A.R.D. REVOLUTION—PAGE 66

We now return to our regularly scheduled Classified Information. We've got a little bit of everything this month, including secrets for a couple of NES classics, bonus cards for Phantasy Star Online Episode III: C.A.R.D. Revolution and a trio of heavy hitters for MVP Baseball 2004.

THE LEGEND OF ZELDA GBA
MISSION: IMPOSSIBLE—OPERATION SURMA GCN
MVP BASEBALL 2004 GCN
PHANTASY STAR ONLINE EPISODE III: C.A.R.D REVOLUTION GCN
PITFALL: THE LOST EXPEDITION GCN
SAMURAI JACK: THE SHADOW OF AKU GCN
SHINING SOUL II GBA
SUPER MARIO BROS. GBA
YU-GI-OH!: THE SACRED CARDS GBA

SUPER MARIO BROS. (CLASSIC NES SERIES) GBA

CLASSIC CAPERS

SECRETS

REDISCOVER THE MYRIAD SECRETS IN MARIO'S HOME-GAMING DEBUT.

To this day, Super Mario Bros. remains one of the most challenging platformers available. In last month's Classic NES Series feature, we went over some of the basics and explained the infamous minus-world glitch. The refresher course continues this month with secrets that enable you to restart your game from where you left off, earn bonus fireworks, rack up extra lives and skip entire worlds.

CONTINUES

After you lose your final life, wait for the title screen to appear, then hold the A Button and press Start. You'll restart the game from the first level of the world where you left off. (For instance, if you kick the proverbial bucket in World 8-3, you'll restart in World 8-1.)

FIREWORKS

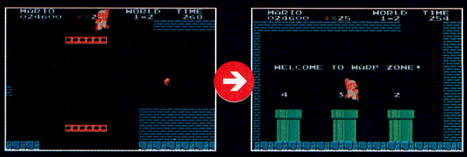
The number of fireworks that go off at the end of each level depends on how many seconds are left on the timer when you jump on the flagpole. If the final digit reads 1, 3 or 6, you'll receive that many fireworks.

UNLIMITED 1-UPS

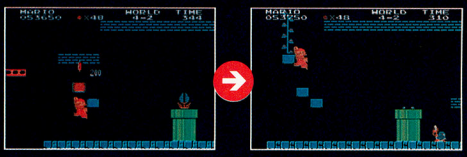
When you get to the steps in front of the flagpole in World 3-1, dispose of the first Koopa, then stand on the ground next to the bottom step and wait for the second Koopa. Jump on the baddie when half its body is hanging over the edge of the step. Your timing and positioning must be exact. If you stay pressed against the step and jump straight up, the Koopa will begin to bounce back and forth between Mario and the steps. Eventually you'll earn a 1-Up every time the unfortunate turtle hits Mario's feet. Be sure to pull away before you accumulate 100 lives, or you'll lose all of them and get the Game Over screen.

WARP PIPES

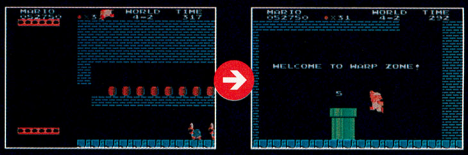
The warp pipes hidden throughout the game allow you to advance to a later level instantly. To use a pipe, simply stand on top of it and press Down on the Control Pad.



In World 1-2, jump from the rising platforms near the underground exit onto the brick ceiling overhead. If you run past the exit, you'll come to an area with three warp pipes that can transport you to World 2, 3 or 4.



A row of three bricks hover to the right of the first moving platform in World 4-2. Jump beneath the middle and far-right bricks to reveal two invisible blocks. Hop onto the blocks and hit the left brick, then climb the beanstalk that appears. The warp pipes at the top will transport you to World 6, 7 or 8.



There's a World 5 warp pipe beyond the underground exit in World 4-2. You'll have to run on top of the ceiling to reach it. You can either leap across the moving platforms or break through the ceiling from the tall pipe in front of the exit.

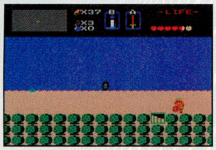
HYRULE'S HIDDEN TREASURES

STRATEGY

EXPLORE THE OVERWORLD MAP FOR AN EMBARRASSMENT OF RICHES.

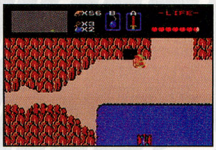
Many secret items are scattered throughout Hyrule's overworld. The coordinates for each of the following tips correspond to the map at the bottom of the page. The first four lead to an old man who lets you choose between a Heart Container and a Red Water of Life. We definitely recommend that you take the former every time. You'll also find health-replenishing Fairy Fountains at D-5 and J-4. Please note that these locations apply only to the first quest.

H-5 (CANDLE REQUIRED)



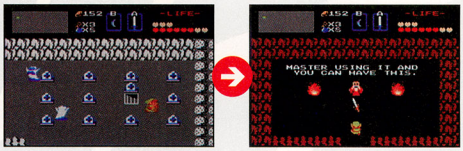
Use a candle to burn down the fourth tree from the right and reveal a set of stairs.

L-8 (BOMB REQUIRED)



To blast open the cave pictured above, set a bomb on that section of the mountainside.

B-3



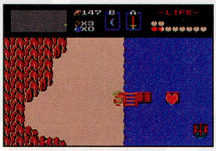
There's a staircase hidden beneath the second tombstone from the right in the second row. If you have 12 hearts, you can acquire the Magical Sword from the old man at the bottom.

P-4 (RAFT REQUIRED)

P-3

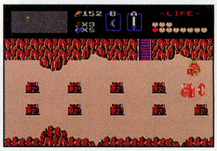
Once you've obtained the raft, you can embark from the dock at P-4 to reach the island at P-3. Summon the courage to step inside the scary-looking temple there to collect your reward.

P-6 (LADDER REQUIRED)



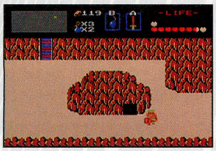
To reach the Heart Container on the far platform, you'll need the ladder to get across the water.

E-3



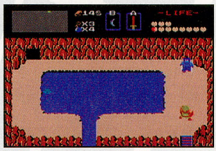
Touch the far-right Armos in the top row. When he starts moving, he'll reveal the Power Bracelet.

M-3 (BOMB REQUIRED)



Place a bomb on the bottom right-hand corner of the giant rock in the center of the screen.

K-1

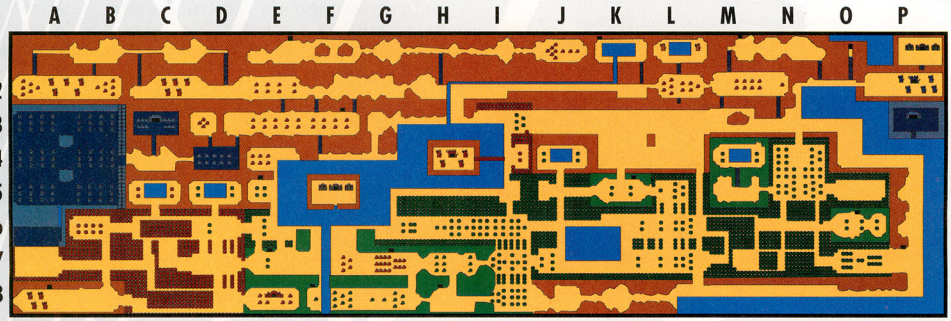


The White Sword is in the cave at K-1, but you must have five hearts to wield it.

O-1

N-1 (BOMB REQUIRED)

The man inside the cave at O-1 will give you a letter and tell you to show it to the old woman. The lady of whom he speaks is located in the cave at N-1. If you take the letter to her, she'll sell you medicine on the cheap.



PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION

GCN

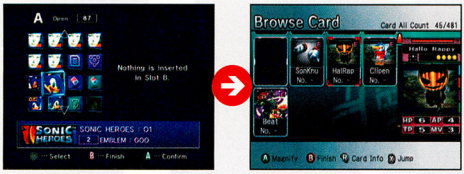
▼ PHANTASTIC REWARDS

SECRETS

EARN BONUS CARDS VIA OTHER SONICTEAM GAMES.

If your Memory Card contains a save file from any of the games listed below, go to one of the C.A.R.D. Trading Machines in the Command Center and select the "Search Event Files" option. The game will access your save data and add the corresponding cards to your collection automatically. You'll receive one bonus card for each SonicTeam game, with the exception of Sonic Heroes, which gives you three cards!

GAME	CARD(S)
BILLY HATCHER AND THE GIANT EGG	CLIPPEN
PHANTASY STAR ONLINE EPISODE I & II	NANO DRAGON
SONIC ADVENTURE DX	SANGE
SONIC ADVENTURE 2: BATTLE	RAGE
SONIC HEROES	BEAT, HALLO RAPPY AND SONIC KNUCKLE
SONIC MEGA COLLECTION	MADAM'S UMBRELLA



Some of the bonus cards are quite powerful. The Hallo Rappy, for instance, receives only 50 percent damage from physical attacks.

MVP BASEBALL 2004

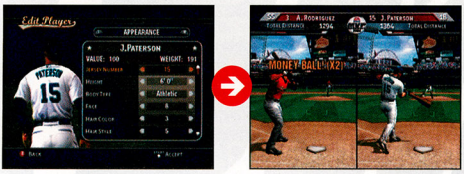
GCN

▼ CARRY A BIG STICK

CODES

CREATE THE BEST AND WORST PLAYERS POSSIBLE.

What's in a name? Well, in MVP Baseball 2004, a player's moniker can determine his proficiency at the plate. If you create a player named Erik Kiss, his bat will break every time he makes contact, usually resulting in a weak groundball. A player named Isaiah Paterson, Jacob Paterson or Keegan Paterson, on the other hand, will come equipped with an enormous bat that enables him to launch almost every pitch out of the park (regardless of his stats). The Patersons are a welcome addition to any roster, but we're not sure why anyone would want Mr. Kiss on a team (unless you hate trees and feel compelled to destroy as many bats as humanly possible).



With their big clubs, the brothers Paterson are pretty much undefeatable in a home-run contest.

PITFALL: THE LOST EXPEDITION

GCN

▼ JUNGLE BOOGIE

CODES

EXCAVATE THE ATARI 2600 PITFALL SEQUEL AND OTHER SECRETS.

We've unearthed more codes for Pitall: The Lost Expedition this month. As with the cheat to unlock the original Pitfall (X, X, Left, Right, X, B, A, Up, X—see Volume 180), you must hold the L and R Buttons as you input the codes at the title screen. If you punch in the sequence correctly, the phrase "Cheat code accepted!" will appear. To play Pitfall II, press Start and choose The Lost Caverns from the main menu.

CODE	RESULT
LEFT, RIGHT, LEFT, RIGHT, Y, Y, Y	UNLOCK PITFALL II: THE LOST CAVERNS
Y, LEFT, DOWN, B, X, Y, Y, LEFT	PLAY AS RETRO HARRY
LEFT, UP, DOWN, UP, X, UP, UP	PLAY AS NICOLE
LEFT, B, X, DOWN, B, A, B, X	BOTTOMLESS CANTEEN
LEFT, RIGHT, X, UP, X, RIGHT, LEFT	HYPER PUNCH MODE

Your character may look like Nicole, but he/she still sounds like Harry. It's pretty disturbing, actually.

SAMURAI JACK

GCN

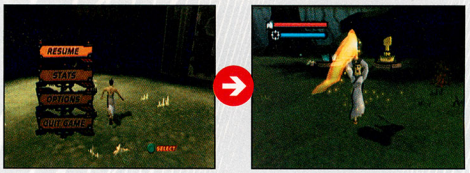
▼ BUSHIDO BLADES

CODES

UNLOCK MAGICALLY ENHANCED SWORDS AND MAX OUT YOUR METERS.

To activate the following codes, you must hold the Control Stick and the C Stick in the indicated directions while you punch in the button sequences. It's every bit as awkward as it sounds, but fortunately you can enter the cheats from the Pause menu. Use the codes to refill your meters as often as you like.

CODE	RESULT
DOWN (CONTROL STICK) + UP (C STICK) + A, X, B, Y	CRYSTAL SWORD
UP (CONTROL STICK) + DOWN (C STICK) + B, A, X, Y	FLAME SWORD
LEFT (CONTROL STICK) + RIGHT (C STICK) + X, A, B, Y	MAX OUT AND REFILL ZEN METER
RIGHT (CONTROL STICK) + LEFT (C STICK) + A, X, Y, B	MAX OUT AND REFILL HEALTH METER



You'll need to be a samurai just to input these codes. The results are well worth it, however.

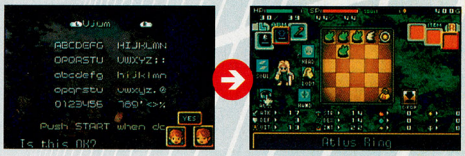
SHINING SOUL II — GBA

THE POWER OF A NAME — CODES

GIVE YOUR CHARACTER AN INSTANT STAT BOOST OR BONUS ITEM.

You can add an item to your inventory or increase your character's stats at the beginning of the game by bestowing him or her with one of the names exactly as they appear below (they're case sensitive). Unlike the codes that we printed for the original Shining Soul in Volume 179, the statistical bonuses are not tied to any particular class. Any character named Taicho will receive a +5 Vitality boost, for example.

NAME	RESULT
Hachi	+30 POISON RESISTANCE
Iyoku	+30 FIRE RESISTANCE
Mizupin	+30 ICE RESISTANCE
Montaka	+30 DARK RESISTANCE
Nindri	START WITH A DREAM HAT
Taicho	+5 VITALITY
Vjum	START WITH AN ATLUS RING



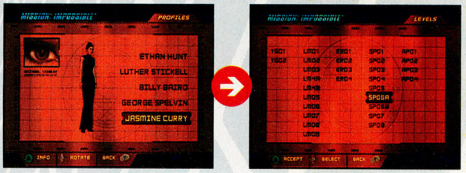
The Atlus Ring adds three points to your character's Attack, Vitality, Strength and Dexterity.

MISSION: IMPOSSIBLE—OPERATION SURMA — GCN

CURRY FAVOR — CODES

SKIP TO ANY LEVEL IN THE GAME.

Your mission, should you choose to accept it, is to select Profiles from the main menu, then to highlight Jasmine Curry and press the L, R, X and Y Buttons simultaneously. A Levels option will appear on the main menu as a result. You can use it to fast-forward to any stage of Operation Surma. Be warned, however, that you will be unable to save your progress. It should also be noted that abuse of this top-secret information could leave you ill-prepared for the challenges that you'll face in the advanced stages of your mission. This magazine will self-destruct in five seconds.



SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

YU-GI-OH!: THE SACRED CARDS — GCN

COLLECT 'EM ALL — PASSWORDS

GAIN ACCESS TO A SACRED MOTHER LODE.

Approach the password terminal in the card shop and input one of the eight-digit codes listed below to add the corresponding card to the shop's inventory. You'll still have to purchase any cards that you unlock, and your Duelist Level must be high enough to add them to your deck.

PASSWORD	CARD
15480588	ARMORED LIZARD
88819587	BABY DRAGON
89091579	BASIC INSECT
05053103	BATTLE OX
18246479	BATTLE STEER
32452818	BEAVER WARRIOR
53606874	BIG INSECT
11901678	BLACK SKULL DRAGON
87564352	BLACKLAND FIRE DRAGON
23995346	BLUE-EYES ULTIMATE DRAGON
89631139	BLUE-EYES WHITE DRAGON
91152256	CELTIC GUARDIAN
28279543	CURSE OF DRAGON
46986414	DARK MAGICIAN
55763552	DRAGON PIPER
33396948	EXODIA OF THE FORBIDDEN ONE
41392891	FERAL IMP
45231177	FLAME SWORDSMAN
66889139	GAIA THE DRAGON CHAMPION
06368038	GAIA THE FIERCE KNIGHT
25833572	GATE GUARDIAN
41762634	GIANT FLEA
15367030	GOKIBORE
14141448	GREAT MOTH
13429800	GREAT WHITE
53829412	GRIFFORE
76812113	HARPIE LADY
52584282	HERCULES BEETLE
76184692	HITOTSU-ME GIANT
69669405	HORN IMP
28546905	ILLUSIONIST FACELESS MAGE
30113682	JUDGE MAN
54541900	KARBONALA WARRIOR
88979991	KILLER NEEDLE
67724379	KOUMORI DRAGON
40640057	KURIBOH
87756343	LARVAE MOTH
07902349	LEFT ARM OF THE FORBIDDEN ONE
44519536	LEFT LEG OF THE FORBIDDEN ONE
40374923	MAMMOTH GRAVEYARD
90660762	METEOR BLACK DRAGON
47986555	MILLENNIUM GOLEM
04931562	MOUNTAIN WARRIOR
14181608	MUSHROOM MAN
15025844	MYSTICAL ELF
27324313	OSCILLO HERO #2
48579379	PERFECTLY ULTIMATE GREAT MOTH
74677422	RED-EYES BLACK DRAGON
64335804	RED-EYES BLACK METAL DRAGON
70903634	RIGHT ARM OF THE FORBIDDEN ONE
08124921	RIGHT LEG OF THE FORBIDDEN ONE

Tom Clancy's RAINBOW SIX® 3

SQUAD-BASED COUNTER TERROR

THE FATE OF THE FREE WORLD RESTS IN THE HANDS OF SPECIAL FORCES UNIT RAINBOW SIX. WILL YOU LEAD THEM TO GLORY OR SLINK HOME IN DISGRACE?

MATURE 17+ M — Violence — CONTENT RATED BY ESRB

With the world's oil supply under siege, it's time to start kicking butt and taking names! Ubisoft's latest squad-based shooter will test your mettle in three different modes, including a split-screen co-op frag fest.

CAMPAIGN

In campaign mode, you'll take your team through a number of increasingly difficult missions. We've provided a walk-through for the first five. Note that the walk-through assumes that you're playing on the Veteran difficulty setting.

CUSTOM MISSION

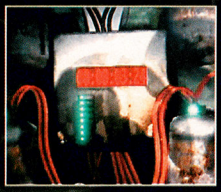
Custom Missions let you practice any mission that you've unlocked in Campaign mode. You can also participate in a terrorist hunt in which the only objective is to bring down the cold fist of justice on your foes.

SPLIT SCREEN

You and a friend can take up arms against your aggressors in Split Screen mode. Players can choose any stage that has been unlocked in Campaign mode, and play it either as the actual campaign mission (complete with objectives) or as a terrorist hunt.

GEAR OF CHOICE

Before you start a mission, you'll want to choose your equipment. You can hold two guns (one rifle and one pistol) and two items such as grenades, mines and gas masks. You'll carry thermal and night-vision goggles at all times. Press the Y Button to activate and toggle between them.



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ALPINE VILLAGE

A meeting of the G8 summit turned into a nightmare when terrorists kidnapped the Venezuelan delegates. Lead your team through a beautiful Swiss village and take down the unorganized band of brigands.

PRIMARY WEAPON: MP5A4 (9MM) **SECONDARY WEAPON: M203 40MM RP**
ITEMS: FRAG GRENADE, SMOKE GRENADE

Consider taking the FAMAS G2 instead of the MP5A4, as the FAMAS has superior Range, Damage and Accuracy ratings. Your zoom will drop from 3.5 to 2, but the other changes more than compensate.

OBJECTIVE: FIGHT YOUR WAY INTO THE VILLAGE

! Once you're on the ground, turn around and lead your team through the back of the village. Keep an eye out for an open window on the third floor of a large gray building. When you get close, a sniper will pop his head out—blast him before he can do damage.

Point to an area and press A to send your team over and clear it. (Walk a few steps behind them to provide back-up.) Head through the village in this manner until you reach a brown door that leads to a lodge.

OBJECTIVE: SECURE FIRST HOSTAGE

Inside the lodge, go through the first room and have your team wait for the Zulu code at the second door. Go back to the first room and up the ladder, then have the team storm the room while you attack from the top floor.

! There are two doors in the lodge basement. Ignore the door closer to the stairs and send your team through the second door. While they fight it out with the heavies on the street, take out the sniper that's holed up in the church's bell tower.

There are four terrorists and a hostage in the church's sanctuary (the second room). Don't shoot the hostage—she's in the middle of the room, behind the altar.

OBJECTIVE: SECURE SECOND HOSTAGE

! Go to the second door past the sanctuary and use the Open and Frag command to clear out the hallway beyond. When you enter the hall, a terrorist will appear in the windows. Be ready to blast him or you'll suffer a cheap and humiliating demise.

Engage your night vision and head to the church basement. Have the team provide cover fire only—it's more effective to take point and snipe the enemies yourself.

MOUNTAIN HIGHWAY

Some of the terrorists escaped the village and have holed up inside a tunnel. You'll need lots of firepower for the mission, so take along a big gun and extra grenades. Also be ready to disarm a really big bomb.

PRIMARY WEAPON: M16A2 (5.7MM) SECONDARY WEAPON: M203 40MM HE
ITEMS: SMOKE GRENADE, M34 WP GRENADE

You need a gun with good stats and a great scope, and the M16A2 fits the bill. (If you use your team in close quarters, you can take the AW Covert sniper rifle—which is handy in the tunnel.) Leave the Smoke Grenades and take Frags instead.

OBJECTIVE: DEFUSE BOMB

Stand behind the far police van and take out a pair of enemies. At the tunnel entrance, send your team to disarm the bomb, then focus on the right-hand door. Terrorists will pour through it when the team reaches the explosive.

OBJECTIVE: SECURE FIRST HOSTAGE

Enter the maintenance tunnel and clear two foes in the first room. Proceed through the room to a stairwell.

Open and Frag the first three rooms on the top floor, then go down a hall and past a boarded door.

After a load screen, go through a door and downstairs. The hostage is inside the parking garage, past a room that holds four terrorists and a bunch of scaffolding.

! Open, Flash and Clear the parking garage, storming it from both doors. When your team enters the room, burst in through the second door, take out a pair of men on the overhead walkway then snipe a man on a walkway over the white truck.

OBJECTIVE: SECURE SECOND HOSTAGE

! Move slowly through the corridor beyond the parking garage. A gunman is waiting in the second overhead nook. Walk backward until you see him, then open fire. When you reach the main tunnel, you'll have a huge firefight on your hands.

Take out everyone you can from the doorway, then move a couple of steps and zoom in between the wrecked car and the stair handrail—you can take out a lot of foes from there. The hostage is at the far end of the tunnel.

OIL REFINERY

New terrorists, same results. Another group of misguided politicos has taken a hostage and rigged an oil refinery with explosives. These baddies have better weapons and training than those in the first missions—be alert.

PRIMARY WEAPON: AUG (5.6MM) **SECONDARY WEAPON: M203 40MM RP**
ITEMS: FRAG GRENADE, SMOKE GRENADE
The AUG is the perfect weapon for the mission. The large clips (each one holds 30 rounds) mean that you won't be reloading all the time, while the 3.5 scope lets you take out the numerous snipers.

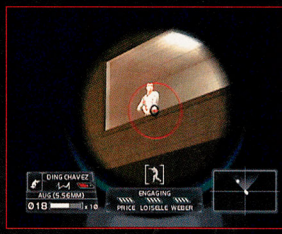
OBJECTIVE: DEFUSE FIRST BOMB

There are two gunmen around the left-hand corner and one on the stairs. Grant no quarter.

Enter the refinery and blast baddies. The bomb is on a barrel past the room at the top of the stairs.

OBJECTIVE: DEFUSE SECOND BOMB

The room past the first bomb has terrorists on both levels. Take out the higher one, then go downstairs to get the other. Don't try shooting him from the top floor.



! When you reach the door where a team member says "getting close," you're one room away from the bomb. Have your team blast and clear the room, then charge in and aim for the windows on the upper floor. Two snipers wait for you there.

OBJECTIVE: SECURE HOSTAGE

Move across the open area in the refinery yard and into the next building. Foes are behind every corner.

When you reach a yellowed door, open it and aim for the red barrel on the floor below. It's explosive!

Head down the hallway and take out the folks who pop out from behind the far door. Eliminate three baddies in the yard and three more behind the steel door.

! The terrorists in the yard are holding RPGs. (No, not role-playing games—rocket-propelled grenades.) Send your squad into danger and blast them ASAP, or the rockets will enter the room behind the roll-up steel door and end the hostage's day.

ISLAND ESTATE

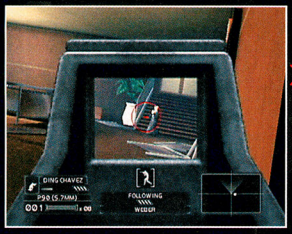
A nice party in the sun turned sour when terrorists showed up uninvited. You'll need to get inside and rescue an oil company CEO and his wife—and you have only one man on your squad.

PRIMARY WEAPON: P90 [5.7MM] SECONDARY WEAPON: MK23 [.45CAL]
ITEMS: TEAR GAS GRENADE, GAS MASK

The P90 is such a nice gun, you may want it on every mission—but it's more suited to close-quarter combat such as the inside of a house. If you want stopping power instead of stealth, exchange the MK23 for a Desert Eagle.

OBJECTIVE: RESCUE CEO'S WIFE

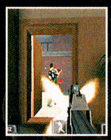
Enter the house and blast the guards in the first few rooms. A grenade-tossing baddie is waiting on the stairs at the end of a long hallway. Run to the stairs and shoot him quickly, but retreat if he gets a grenade off first.



When you reach a balcony, peek over the edge and take out the man below.

Open, Flash and Clear the room past the bedroom, then hit the thugs inside. Don't shoot the hostage!

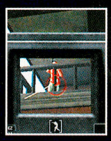
OBJECTIVE: ESCORT CEO'S WIFE TO CEO



The CEOs wife will follow you and react (sort of) to your actions. Stay crouched when possible—she will follow your lead and present a smaller target.

! When you go outside, two gunman will be on the balcony behind you. They are hard to see and can cut you to ribbons, so you may want to send Weber into the yard first to attract their fire. Don't worry. Weber's a big boy who can take care of himself.

OBJECTIVE: DEFEND HOSTAGES UNTIL EXTRACTION



After you reunite the hostages, you'll have to wait for a helicopter. While you shuffle your feet, waves of bad guys will rush your position.

! As soon as you get the order to protect the hostages, toss all three Tear Gas Grenades into the courtyard. Place Weber in the middle and start firing away, paying special attention to the men on the balconies—they are out of the gas's range.

SHIPYARD

The Puerto Cabello shipyard has been seized by terrorists and rigged with explosive charges. Since there are no hostages, you can enter most rooms and start blasting away. Just don't shoot the bombs.

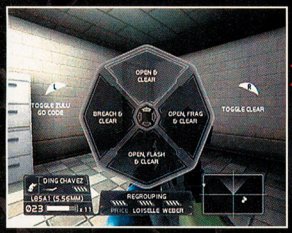
PRIMARY WEAPON: L85A1 (5.56MM) SECONDARY WEAPON: M203 40MM HE
ITEMS: M34 WP GRENADE, SMOKE GRENADE

The Shipyard is a real maze. The L85A1 is a perfectly serviceable weapon for the job (the AUG is also a fine choice.) You'll need firepower at the end of the level, so leave the Smoke Grenades and bring Frag Grenades to the party.

OBJECTIVE: DEFUSE FIRST BOMB

Turn one corner after your insertion point and look around for a large red crane. Use your rifle's zoom lens to examine the crane and find a sniper. If you blast him at this point, he'll never know what hit him.

There are a bunch of terrorists in the first part of the shipyard. Move slowly around the containers and don't send your team too far ahead.



Enter the shipyard offices through the roll-up door and use the Open and Frag command on every room.

Split up at the first bomb. Send your team downstairs while you provide cover from the walkway.

OBJECTIVE: DEFUSE SECOND BOMB

The next bomb is downstairs. Take out the two guards from afar and get ready for an ambush. Don't shoot the barrels by the bomb, or the mission will end.

When you reach the center of the room with the second bomb, oddly colored ceiling panels will drop away and reveal terrorists. Send your squad to the middle of the room to trigger the ambush, then disarm the bomb when the threat is no more.

OBJECTIVE: DEFUSE THIRD BOMB

At the bottom of the next stairwell, a timer will start. You'll have 90 seconds to reach the final bomb before it blows. Keep your squad behind crates and move toward the far door. Watch for enemies that appear from behind panels on the sides of buildings.

RAINBOW SIX: KEEPING THE WORLD SAFE FROM NO-GOODNIKS

You're about a third of the way through the game, and we're setting you loose with a few tips. Don't be afraid to restart at a checkpoint if a team member takes a lot of damage. Always Open and Flash or Open and Frag a door unless you know what's behind it. And finally, perfect your aim. You can save the team a lot of hassle if you take out baddies from a distance. Boo-ya!

MEGA MAN® ANNIVERSARY COLLECTION

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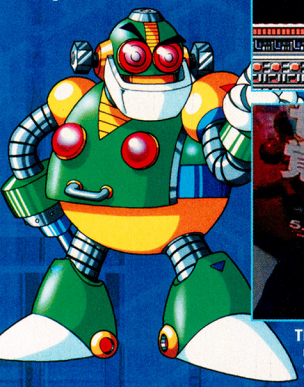
EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence

CAPCOM CELEBRATES THE BLUE BOMBER'S BIRTHDAY WITH THE ULTIMATE MEGA MAN COMPILATION FOR NINTENDO GAMECUBE!

HAPPY ANNIVERSARY

Mega Man Anniversary Collection covers the entirety of the series proper, from the original NES game to Mega Man 8 (previously released on Sega Saturn and Sony PlayStation). For devotees of the Blue Bomber, this disc is a dream come true. If you're unfamiliar with the pre-Battle Network Mega Man, it's an opportunity to discover some of the greatest action-platformers of all time.



The disc also features a host of unlockables, including an interview with series creator Keiji Inafune.

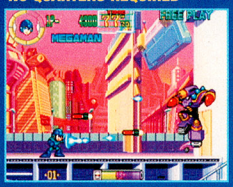
HISTORY OF THE BLUE BOMBER

The games contained in Mega Man Anniversary Collection span 10 years and three hardware generations. Though the Blue Bomber got his start on the NES, he starred in a few titles that Nintendo gamers haven't seen before.

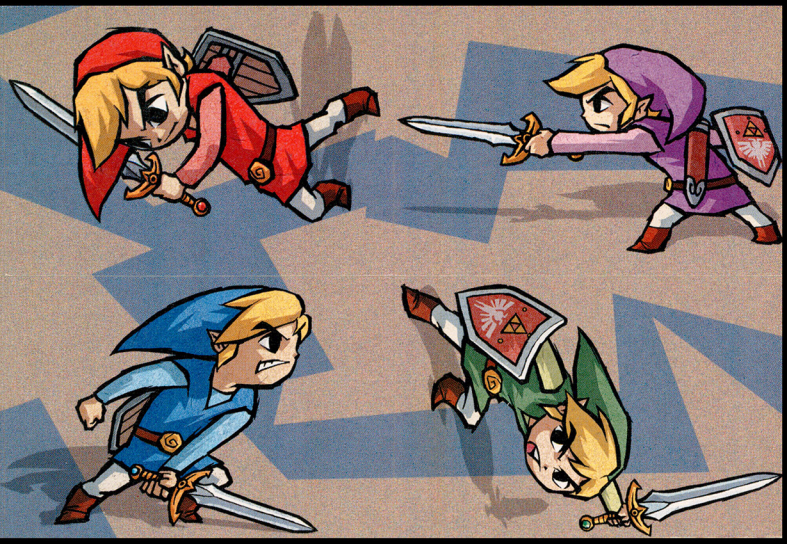
NEW TO NINTENDO

The first seven games look a bit outdated but the meticulously detailed, hand-drawn visuals in Mega Man 8 remain impressive to this day. Mega Man Anniversary Collection marks the game's first appearance on a Nintendo console.

NO QUARTERS REQUIRED

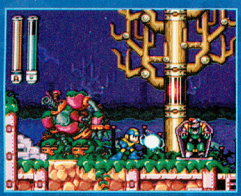


Capcom's iconic hero took two arcade excursions—Mega Man: The Power Battle and Mega Man 2: The Power Fighters—which make their U.S. debut in Mega Man Anniversary Collection. Turn to page 81 for a closer look at these one-on-one brawlers.



WILY'S ROBOTS

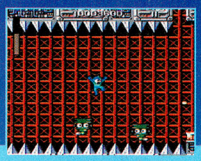
As longtime fans of the series are well aware, the Blue Bomber's greatest draw is his ability to acquire new weapons by defeating Dr. Wily's boss bots. Each of Wily's creations is especially vulnerable to another boss's powers (think rock-paper-scissors). Since all the games let you tackle the stages in any order, we've listed the best paths for taking advantage of those weaknesses in Mega Man 1 through 7. A more comprehensive look at Mega Man 8 follows.



MEGA MAN

ORIGINALLY RELEASED ON NES IN 1988

The original Mega Man was one of the most innovative games of its time. It introduced the rock-paper-scissors concept that made the series so popular, and allowed the player to choose his or her own path through the game. Such nonlinearity was virtually unheard of at that point.



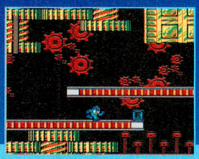
RECOMMENDED ORDER

1. Bombman—If you keep your distance, you should be able to jump over Bombman's explosives pretty easily.
2. Gutsman—A few of the previous boss's bombs are all it takes to defeat Gutsman.
3. Cutman—Use Gutsman's ability to throw boulders at Cutman, then finish him off with your Mega Buster.
4. Elecman—Jump over Elecman's projectile attacks and counter with Cutman's blades.
5. Iceman—Use Elecman's beams to give Iceman a jolt as you dodge his ice arrows.
6. Fireman—Help Fireman chill out with a few frosty blasts from Iceman's weapon.

MEGA MAN 2

ORIGINALLY RELEASED ON NES IN 1989

Mega Man 2 is widely regarded as the best game in the series. It fine-tuned the gameplay and improved upon the level design of its predecessor, boasted eight bosses instead of six and added three new items. It also introduced Energy Tanks that you could use to refill your energy meter at any time.



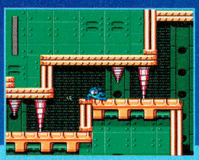
RECOMMENDED ORDER

1. Metal Man—Try to keep your distance from Metal Man and fire continually while you dodge his blades.
2. Flash Man—Equipped with the Metal Blade, you can cut down this boss in a flash.
3. Quick Man—If you can reach Quick Man with your Time Stopper still full, you can use it to drain half of his energy.
4. Wood Man—Jump over Wood Man's Leaf Shield, then start flinging Metal Blades at him as rapidly as possible.
5. Air Man—After Air Man launches a volley of tornadoes, move in close and throw the Leaf Shield at him.
6. Crash Man—When Crash Man jumps or gets too close to you, let him have it with the Air Shooter.
7. Bubble Man—There are spikes on the ceiling, so stay grounded and hurl Metal Blades diagonally at Bubble Man.
8. Heat Man—Jump over Heat Man when he rushes at you, then turn around and nail him with the Bubble Lead.

MEGA MAN 3

ORIGINALLY RELEASED ON NES IN 1990

Mega Man 3 marked the debut of Rush, the Blue Bomber's robotic canine. Not only did your loyal companion enable you to jump higher, he could later transform into a jet or a submarine. Part three also gave Mega Man the ability to slide, a maneuver that came in handy when facing certain bosses or obstacles.



RECOMMENDED ORDER

1. Magnet Man—When Magnet Man jumps, slide under him then turn around and hit him with the Mega Buster.
2. Hard Man—Dodge Hard Man's down-thrust attacks and soften him up with Magnet Missiles.
3. Top Man—Serve up a Hard Knuckle sandwich to defeat Top Man lickety-split.
4. Shadow Man—Equip the Top Spin, then jump on top of Shadow Man and tap the attack button.
5. Spark Man—Use Shadow Blades to make quick work of ol' Sparky.
6. Snake Man—The Spark Shock will deal damage to Snake Man, but the Shadow Blades are a bit more potent.
7. Gemini Man—Stand in the center of the room. Jump over Gemini Man's dual forms and fire Search Snakes at him.
8. Needle Man—Stay as far away from Needle Man as possible and blast him with the Gemini Laser.

MEGA MAN 4

ORIGINALLY RELEASED ON NES IN 1992

Mega Man 4 added the ability to charge your Mega Buster and seemingly replaced Dr. Wily with a new antagonist, the mysterious Dr. Cossack. Astute gamers could also discover two hidden items—the Balloon Adaptor and the Wire Adaptor (found in Pharaoh Man's and Dive Man's stages, respectively).

RECOMMENDED ORDER

1. Toad Man—Shoot Toad Man when he raises his arms to prevent him from attacking.
2. Bright Man—Pound Bright Man with the Rain Flush and keep your distance to dodge his projectiles more easily.
3. Pharaoh Man—Use the Flash Stopper to freeze Pharaoh Man in his tracks, then keep pressing A or Y to blast him.
4. Ring Man—Do your best to avoid Ring Man (he follows a consistent pattern) while you charge the Pharaoh Shot.
5. Dust Man—When he turns on his vacuum, Dust Man is invincible. Otherwise, he's vulnerable to Ring Boomerangs.
6. Skull Man—Wait for Skull Man's shield to dissipate, then nail him with the Dust Crusher.
7. Dive Man—Equip the Skull Barrier and clip Dive Man with the edge of it to deal heavy damage.
8. Drill Man—The Dive Missiles are heat-seeking, so fire and forget it as you concentrate on dodging Drill Man's attacks.

MEGA MAN 5

ORIGINALLY RELEASED ON NES IN 1992

Though he first appeared in Mega Man 3, series mainstay Protoman played a much larger role in part five. The game also introduced Beat, a strange birdlike creature that would fly alongside you and attack your foes if you collected the letters to spell MEGA MAN V. A little extra firepower always helps.

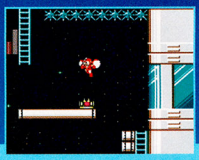
RECOMMENDED ORDER

1. Stone Man—This Thing look-alike has a lot of stamina, but you shouldn't have much trouble avoiding him.
2. Charge Man—Jump over Charge Man when he rushes at you, then get close to him and unleash the Power Stone.
3. Wave Man—Equip the Charge Kick and use it by sliding into Wave Man.
4. Star Man—Wait for Star Man to land after he throws his shield at you, then splash him with the Water Wave.
5. Gravity Man—Equip the Star Crasher and let it nick the boss whenever he inverts the gravity in the room.
6. Gyro Man—The Gravity Hold can hurt Gyro Man from anywhere on the screen. Activate it every couple of seconds.
7. Crystal Man—Slide under Crystal Man when he jumps, then hit him with a Gyro Attack as he touches back down.
8. Napalm Man—If you fire the Crystal Eye at the wall, it will split into three pieces and possibly hit Napalm Man thrice.

MEGA MAN 6

ORIGINALLY RELEASED ON NES IN 1994

Originally published in the U.S. by Nintendo, Mega Man 6 marked the series's finale on the aging NES. The most noteworthy additions were multiple paths through four of the levels and Rush Adaptors, which enabled your canine companion to transform and bestow Mega Man with new abilities.



RECOMMENDED ORDER

1. Flame Man—When Flame Man drives his fist into the ground, jump and try to land between the fire columns.
2. Blizzard Man—Move within range of your Flame Blast and use it to melt your frosty foe.
3. Plant Man—Wait for Plant Man to toss his shield at you, then jump over it and hit him with the Blizzard Attack.
4. Tomahawk Man—Move in close to Tomahawk Man and clip him with the Plant Barrier.
5. Yamato Man—When Yamato Man runs to retrieve his spear, get next to him and chop him with the Silver Tomahawk.
6. Knight Man—The Yamato Spear can pierce through Knight Man's shield to inflict massive damage.
7. Centaur Man—Use the Knight Crush to make quick work of the time-freezing, teleporting Centaur Man.
8. Wind Man—Simply equip the Centaur Flash and press the A Button every couple of seconds.

MEGA MAN 7

ORIGINALLY RELEASED ON SUPER NES IN 1995

Though quite a few Mega Man X titles were released on the Super NES, Mega Man 7 was the only new entry in the orginal series to appear on Nintendo's 16-bit hardware. The game boasted vastly improved visuals and a plethora of new items. It also marked the first appearance of Bass and Treble.

RECOMMENDED ORDER

1. Burst Man—Charge your Mega Buster as you jump over Burst Man's volleys of three bubbles, then let him have it.
2. Cloud Man—Jump over Cloud Man's thunderbolts, then trap him in the Danger Wrap when he floats back down.
3. Junk Man—Slide under Junk Man when he jumps, and use the Thunder Bolt to turn him into his namesake.
4. Freeze Man—If you activate your Junk Shield, Freeze Man will sustain heavy damage when he comes near you.
5. Slash Man—Send Slash Man back to the Ice Age with a few shots from the Freeze Cracker.
6. Spring Man—Swipe at Spring Man with the Slash Claw, then slide to avoid his punches.
7. Shade Man—Charge the Wild Coil and cut it loose when Shade Man touches down.
8. Turbo Man—If you bounce the Noise Crush off the wall, you can reabsorb it for added power.

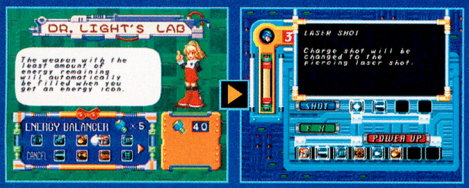
MEGA MAN 8

ORIGINALLY RELEASED ON SEGA SATURN IN 1997

Mega Man 8 brought to the series longer levels, imaginative minibosses and anime-style cut scenes with questionable voice acting. Perhaps the most significant addition, however, was the option to customize Mega Man with new items and abilities (see below). On a final note, we suspect that the new Mega Ball weapon may have been inspired by the Blue Bomber's brief foray on the football field in Mega Man Soccer for the Super NES.

DR. LIGHT'S LABORATORY

COLLECT BOLTS AND EXCHANGE THEM FOR ITEMS



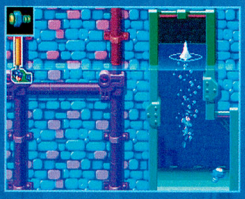
There are bolts hidden throughout Mega Man 8 that Dr. Light can use to build special items and upgrades for you. In addition to strategies for defeating the bosses, we've provided directions to all 40 bolts in the game.

RECOMMENDED UPGRADES

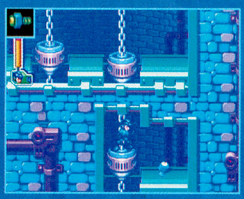
The power-ups that we found the most useful were the Power Shield, the Laser Shot, the Boost Part and the High Speed Charge (some of which are available only after you defeat Duo). The Exit power-up also comes in handy if you intend to replay levels for bolts.

OPENING STAGE

3 BOLTS AVAILABLE



After you open the doors in the underwater passage, swim to the top of the following area then jump on the platform to your left and walk through the wall.



When you reach the two sets of moving platforms, ride the ones traveling down to reach a secret area. You'll find a bolt in a little alcove to the right.

The final bolt is in plain sight. You'll see it in front of the door that leads back to the surface.

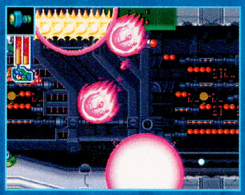
VS. CRAB BOSS

The robotic crab at the end of the opening stage has a hard shell that's impervious to your Mega Buster. Equip the Mega Ball that Dr. Light gave you earlier and kick it at the crab's purple dome. That'll expose the boss's internal circuitry—kick the ball again to damage the overgrown crustacean. GOAAAAALLLLL!!

TENGU MAN

4 BOLTS AVAILABLE

To reach the bolt in the first windy area, jump on the second-to-last moving platform as it's about to rise.

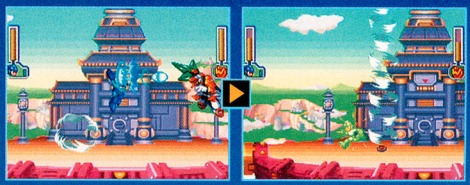


To get the second bolt, you'll have to come back after you obtain the Astro Crush from Astro Man. Keep an eye on the ceiling when you enter the airship during the shooting section. When you see the bolt icon in the gray girder overhead, unleash the Astro Crush to release the bolt.

Near the end of the shooting section, you'll see a bolt lying on the ground after you defeat the giant laser.

Jump along the moving platforms in the second windy area when they're at their lowest point.

VS. TENGU MAN



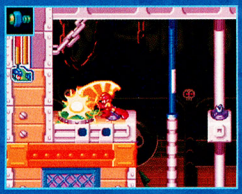
You can jump over Tengu Man's wind projectiles, as well as the boss himself when he dives at you, but you'll have to run away from his tornadoes. Stay near the middle of the area to give yourself room to maneuver, and hit him with charged blasts from your Mega Buster.

CLOWN MAN

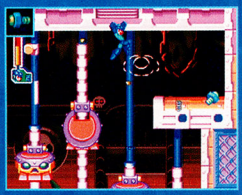
5 BOLTS AVAILABLE

You won't be able to reach the first bolt until you obtain the Rush Cycle (defeat the mid-level boss in Grenade Man's stage). It's on the other side of the wide gap at the end of the first toy room.

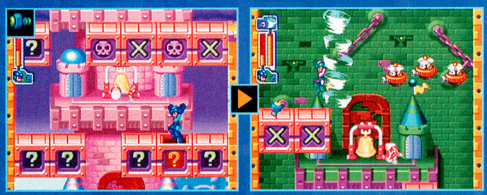
The second bolt is a bit easier to access. It's right behind the first green enemy who's carrying a shield.



You'll need the Flame Sword to acquire the next bolt. Bounce off a Mega Ball to get extra height on your jump so you can reach the third skull platform that you come to. Ride the platform to the ledge on your left and smash open the barrel with the Flame Sword.



The skull platform mentioned in the previous tip leads to another bolt that doesn't require the Flame Sword. Destroy the cannon to the right, then jump from its pedestal to a series of three skull platforms. (Move quickly, or the platforms will drop you.) As you're leaping from the final platform, destroy the enemy in front of the ledge.



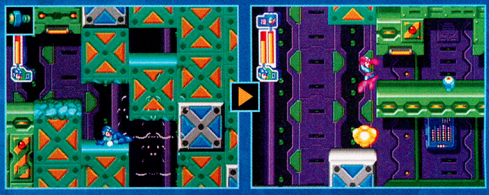
At the ? blocks, work your way up to the area illustrated in the above-left screenshot and stand on the second block to the right. You'll emerge in a secret area. Use the Tornado Hold to reach the bolt on the top-left ledge.

VS. CLOWN MAN

When Clown Man starts swinging from the trapeze, use the Tornado Hold to pull him down, then charge your Mega Buster while he's stunned. When he rolls into a ball and starts bouncing around the room, just concentrate on avoiding him. He's invulnerable in that state.

GRENADE MAN

5 BOLTS AVAILABLE



When you arrive at the destructible green blocks, shoot the one straight in front of you, then slide through the gap. Keep destroying the blocks around you until you've cleared a path to the ledge on the right. Bounce off a Mega Ball to get up there and snag the bolt.

The second bolt isn't nearly as well-hidden. Hop across the series of time-bomb platforms then onto the regular platform at the end.

You'll see the next bolt beneath a walkway past the first set of swinging hammers. Use the Flame Sword to ignite the nearby fuse and detonate the blocks.

Nab the bolt nestled between the exploding blocks before the fire enemy detonates them.

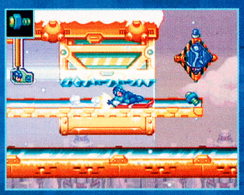
There's another bolt at the end of the final row of exploding blocks. You have to grab it and get back to the ladder before they blow.

VS. GRENADE MAN

Grenade Man will throw a variety of explosives at you. Move toward him to escape the grenades, and away from him to avoid the Flash Bomb. He'll also rush at you, so try not to get too close. Counter with the Thunder Claw or the Tornado Hold.

FROST MAN

6 BOLTS AVAILABLE



After the first rabbit in the first snowboarding section, a pair of warnings will tell you to jump then slide in quick succession. Instead, jump twice then slide through the following gap to snag the bolt. Be ready to jump again immediately afterward to avoid falling to your doom.

The other bolt in the first snowboarding section is a bit trickier. After a quick series of falling platforms you'll come to the pair of ledges pictured in the screenshot. If you resist the urge to jump toward them, you'll land on the bottom ledge and pick up the bolt. You'll be moving so fast, however, that you'll have very little time to see it coming. Keep your eyes peeled.

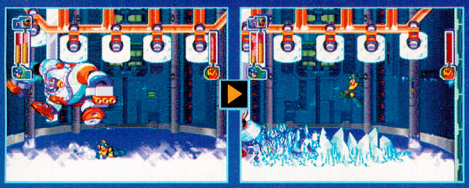
As you're dodging frozen robotic penguins, you'll see a bolt on a ledge overhead. Bounce off a Mega Ball to reach it.

Run past the fourth bolt until you come to a pair of back-to-back ice launchers. Use the Tornado Hold or a Mega Ball to reach them, then press the button on the left launcher and immediately jump onto the adjacent ice block. It will slide across the floor and shatter the ice block in front of the bolt.

When you get back indoors, use the Astro Crush to destroy the ice on the floor, then drop through and free the bolt with a Flash Bomb.

Climb the first ladder in the same area then smash the block of ice in front of you with a Flash Bomb. Jump to the left ledge then climb the ladder there and destroy the robot. Use another Flash Bomb to shatter the ice block on the ledge overhead and reveal a bolt.

VS. FROST MAN



You can defeat Frost Man pretty quickly with Flash Bombs. Slide under him when he jumps, then turn around and let him have it. Keep your distance, be prepared to jump over his long-range attacks, and watch for falling ice blocks when he starts slamming his fists into the ground.

DUO STAGE

2 BOLTS AVAILABLE

When you first enter the cave, you'll see a ladder overhead. Use a Mega Ball to grab onto it.

Head right from the first bolt, shoot down the enemies in the next room and use the Thunder Claw to swing across the spikes.

VS. DUO

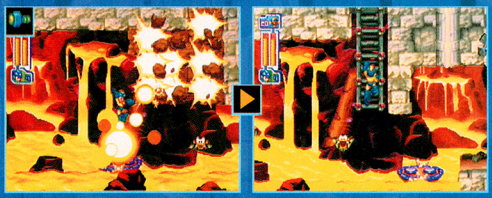
When Duo says "Get ready!," he'll turn into an energy ball and bounce around the room. If you watch his trajectory, you shouldn't have much trouble avoiding him. When his fist starts to glow, he'll try to punch you. Run away and jump at the last second to avoid the impact.

SWORD MAN

3 BOLTS AVAILABLE

Enter the bottom-left teleporter and use your Thunder Claw to get through the area.

Enter the bottom-right teleporter and use your Flash Bombs to get through the area.



As you're riding the third blue raft down the lava, equip the Flash Bomb and use it to demolish the brown blocks that immediately follow (be careful not to let the bats grab you). The ladder that's revealed leads to a treasure room where there's a shiny new bolt.

VS. SWORD MAN

Sword Man will split himself in half frequently. Jump over his legs and slide under his torso. When he jumps straight up, move to avoid being crushed by an enormous statue. Charge your Mega Buster continuously and blast his upper body when the opportunity presents itself.

SEARCH MAN

4 BOLTS AVAILABLE

In the third area (the one that fades in after you get past the electrified bramble), drop to the bottom before you enter the cave. There's a bolt hidden behind the foliage in the foreground. Slide under the steps on the far right to nab it.

In the next area there's a bolt to the right of the electrified bramble. Use your Flame Sword to cut through.

After you procure the second bolt, turn around and make your way to the top-left ledge. From there, swing onto the ledge to your right. Fire a Tornado Hold at the far edge then immediately jump into the whirlwind and switch to your Thunder Claw. Swing from the top row of grapple points until you reach the ladder, then climb up and eliminate the enemies in your path.

As you swing past the spikes pictured to the left, be sure to latch onto the subsequent grapple point so you can swing to the bolt on the nearby ledge. If you miss it, you'll fall to the next area and you'll have to replay the level to try again.

VS. SEARCH MAN

Search Man is vulnerable to the Flame Sword. If you slice him with it aggressively, you can prevent him from getting off his attacks. You can also use the blade to cut down the bushes he hides behind (try to find him before he locks onto you with his crosshairs).

ASTRO MAN

4 BOLTS AVAILABLE

Press the first red button, descend the ladder, then continue down and to the right until you reach a ladder that leads up. Press the green button at the top, then head left (you'll need to use a Mega Ball along the way). Jump over the next green button without pressing it and continue left until you reach another ladder going up. Climb it and press the red button to the left then drop back down and head right. Keep going until you come to another ladder that leads up. Climb it, then head left and jump on the green button. Turn around and climb back down the ladder, then jump on the middle platform to the right. Proceed right, sliding under a block en route, and step on the red button. Keep going right—you'll eventually come across the bolt.

As you're climbing a ladder in the sinking tower, you'll see a bolt on the other side of a narrow passageway to your left.

Near the end of the following area (with the disappearing platforms), there's a bolt on a small ledge at the bottom of the screen.

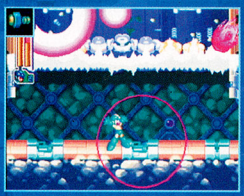
In the second maze, head right and climb down two ladders then turn left and jump onto the ledge beyond the following ladder. Step on the red button then continue left and press the green button. Climb down the adjacent ladder then head right and climb the ladder that you skipped before. Press the red button to the left again, then go up and to the left until you reach another ladder that leads down. Descend both it and the next ladder, then press the red button to the right and continue in that direction. Use a Mega Ball to get on top of the ledge, then jump over the green button and nab the bolt.

VS. ASTRO MAN

Astro Man rains down a flurry of meteors that are nearly impossible to avoid, but you can fire continuous blasts from the Homing Sniper to prevent him from attacking. When it runs out of energy, finish him off with the Tornado Hold or Flash Bombs.

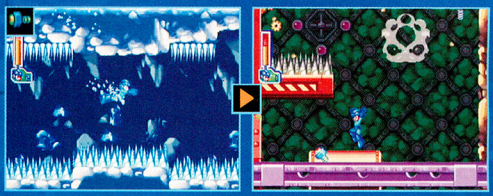
AQUA MAN

4 BOLTS AVAILABLE

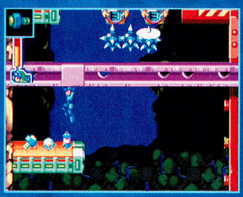


Shortly after you defeat the mid-stage boss, you'll come to a partially submerged passage with a cracked ceiling. Use the Astro Crush to bring the ceiling down and raise the water level, then swim to the bolt on the right-hand ledge above you.

In the next area, use the Tornado Hold on the spiked ball in the lower right-hand corner, then slide through the narrow opening behind it.

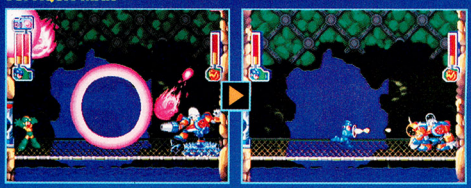


When you're ready to leave the area where you found the previous bolt, climb only the first ladder then swim through the exit to your right. Carefully navigate the spike-filled tunnel and proceed to the area with the time-bomb platforms. Drop straight down the middle to land next to a bolt.



To acquire the final bolt, replay the level and climb both ladders in the area where you found the second bolt, then leave through the upper exit. As you drop through the following tunnel, hug the left wall to land on the ledge where the bolt is.

VS. AQUA MAN



The Astro Crush inflicts massive damage on Aqua Man and prevents him from attacking. When the weapon runs out of energy, finish him off with the Mega Buster. If he manages to fire his winding water cannon at you, find a safe place to stand.

DR. WILY

After you pulverize the last of his robots, it's time to take on the good doctor himself. Wily's tower consists of five stages that will put your wits, reflexes and arsenal to the test. In the fourth stage, you'll face off against all eight of his boss bots again. Fortunately, the same strategies apply (and you can use the Ice Wave and Water Balloon to make quick work of Tengu Man and Sword Man, respectively).

MEGA MAN: THE POWER BATTLE

ARCADE GAME

Mega Man: The Power Battle is a one-on-one arcade game in which you'll take on bosses from Mega Man's first seven console adventures. As in those games, you'll acquire the robots' powers when you defeat them.

CHOOSE YOUR FIGHTER

When you start the game, you can choose to play as Mega Man, Protoman or Bass. Each character will play through the same stages, but has slightly different attributes.

MULTIPLAYER BATTLES

You and a friend can join forces to tackle Dr. Wily's creations. Unfortunately, there's quite a bit of slowdown in the two-player mode.

MEGA MAN 2: THE POWER FIGHTERS

ARCADE GAME

Other than the introduction of a new playable character and the addition of scenarios (see below), The Power Fighters doesn't differ much from its predecessor. Both games signify a huge visual leap for the series, however.

ENTER DUO

The Power Fighters adds Duo as a playable character. The space guardian's fist has a shorter range than the other characters' blasters, but his dash move deals damage.

MULTIPLE SCENARIOS

There are three scenarios in The Power Fighters, each consisting of six battles. You can fight the robots in any order, but as always, each one is particularly vulnerable to another boss's weapon.

MEGA MANIA

Though the Mega Man franchise continues to be as prolific as ever, it's been seven years since the release of Mega Man 8, the last entry in the original series. With any luck, Mega Man Anniversary Collection will be a smashing success, prompting Capcom to begin development on Mega Man 9 posthaste (preferably in the form of a hand-drawn side-scroller). Until then, the Blue Bomber's fans will have plenty to keep them busy.

ONE LEGEND, FOUR SWORDS AND MORE ACTION THAN YOU CAN SHAKE A DEKU STICK AT.

THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES

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GET CONNECTED

OUTSMART YOUR PALS WITH OUR COMPETITIVE MULTIPLAYER TIPS ON PAGE 88!

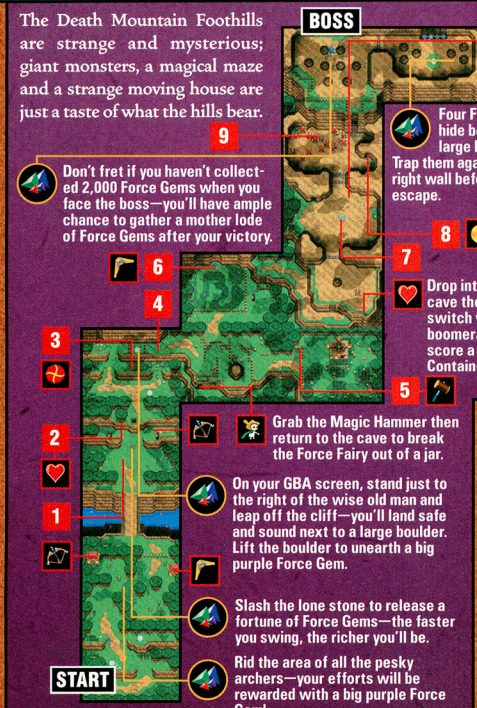
We're picking up where we left off last month, packing as much expert strategy as we can into each page. We'll dive into the mysteries of Death Mountain and the haunting happenings at Hyrule Castle. We're even revealing our multiplayer secrets—read on to get the full scoop!

Death Mountain

The next stop is fiery Death Mountain, home of the Gorons. One of the kidnapped maidens is being held in the Tower of Flames at the summit. It'll be a steep, treacherous journey, but nothing four legendary Links can't handle.

DEATH MOUNTAIN FOOTHILLS

The Death Mountain Foothills are strange and mysterious; giant monsters, a magical maze and a strange moving house are just a taste of what the hills bear.



1 A SHOCKING PREDICAMENT

Unless you enjoy being zapped to a crisp, resist the urge to swing your sword at the wobbly green Buzz Blobs. Stun the gelatinous critters with your boomerang first, then close in and strike with your sword. If you'd rather keep your distance, you can also take out the Buzz Blobs with arrows or bombs instead.

2 READY, AIM, BLINK!

Use Bomb Flowers to blast open the cave at point 2. Enter the right side first and equip the bow. Break the jars and leave one Link standing on the switch. With a different Link, enter the left side of the cave. Shoot the four eye switches with arrows to create a path, reassemble your squad then grab the treasure and exit through the north door.

MULTIPLAYER TIP

When you explore the cave with friends, enter the left side if you have the bow equipped, and the right side if you don't. Players on the right must communicate with the bow-wielding Links on the left to guide their shots to the eye switches.

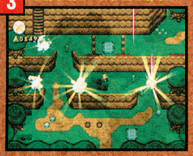
MAP KEY

- BLUE BRACELET
- BOMB
- BOMBOS MEDALLION
- BOOMERANG
- BOW
- FIRE ROD
- FORCE FAIRY
- FORCE FAIRY/ WEAPON UPGRADE
- HEART CONTAINER
- LAMP
- MAGIC HAMMER
- MOON PEARL
- PEGASUS BOOTS
- POWER BRACELET
- QUAKE MEDALLION
- ROC'S FEATHER
- SHOVEL
- SLINGSHOT
- SMALL KEY

You need 2,000 Force Gems to complete each area. Keep your eyes peeled for any opportunity to scoop up scores of the glittering jewels.

When you see this icon, turn to page 88 and check out the corresponding info in our Friendly Competition section.

3 CROWD CONTROL

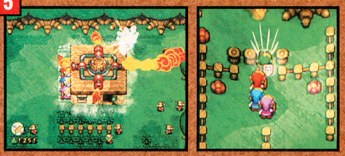


Maneuver through the Buzz Blobs to the cave at point 3—it's beneath the bushes on the first plateau. Grab the Bombos Medallion in the cave and use it to blast every foe in the area.

4 FREE-FALLIN'

To go up, first you must fall down. Climb to the cliff where the old man is and remove the boulder on the right side. Stand as far right as you can, then jump—you'll land beside the path below.

5 THERE GOES THE NEIGHBORHOOD



Travel east to a house in the middle of a large field (ignore the Dead Rocks until you get the Magic Hammer). Push the house around the field to defeat all the enemies (use the long and wide formations). Once you've rid the field of every critter, the Magic Hammer will appear. Equip it and backtrack west to pound down the wooden stakes.

6 CHAIN REACTION

You can access the cave at point 6 in two ways: stand on the cliff and shoot the Bomb Flowers with your sword (you must have full health and 2,000 Force Gems), or stand next to the upper-right flower and use the hammer to shake the ground.

7 TRIPLE TROUBLE

After you defeat the solitary Hinox, you'll face three of its buddies. If a Hinox catches you, it'll turn you upside-down and shake the Force Gems right out of you. Focus on one at a time and dodge their attacks.

8 THE HINOX HORDE

Now you've done it—every Hinox in the area is after you! Make a mad dash for the cave and grab the Quake Medallion inside. Drop the medallion outside to transform the Hinoxes into quivering blue Slimes.

9 TO HEBRA'S HILL WE GO

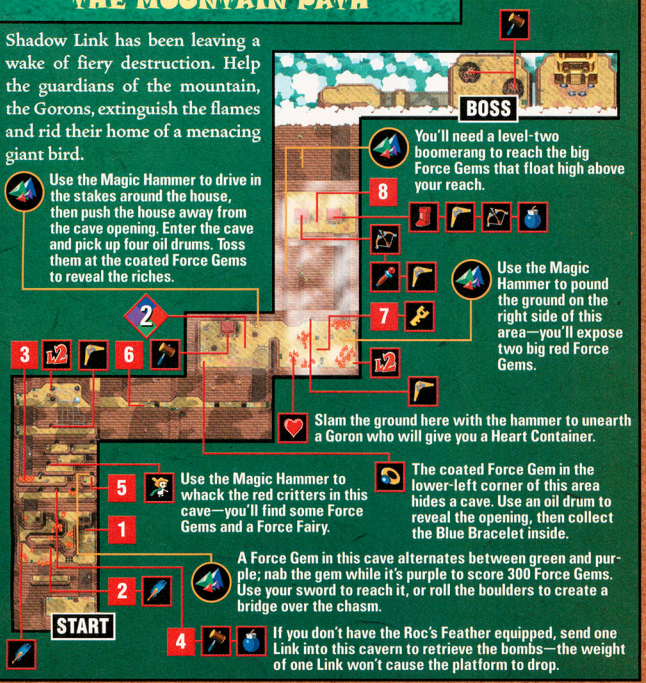
Once you defeat the last Hinox, the path to Hebra's Hill will open. Step into the whirlwind to enter a magical maze (on your GBA). Remember the old man you met earlier? Heed his advice. The only way to reach the top of Hebra's Hill is to keep climbing.

BOSS CHIEF SOLDIER

A Chief Soldier and his battalion ambush you at the top of Hebra's Hill. Get into box formation and take out the grunts first. Once he's alone, focus everything you've got on the Chief Soldier.

THE MOUNTAIN PATH

Shadow Link has been leaving a wake of fiery destruction. Help the guardians of the mountain, the Gorons, extinguish the flames and rid their home of a menacing giant bird.



1 BATTLE THE BLAZES

Death Mountain is ablaze—help the Gorons put out the fire. Pick up water jars from inside the first cave (grab four jars at a time in wide formation). Control each Link individually to douse the blaze quickly.

2 FEATHER-FOOTED FIREFIGHTERS

After you extinguish the fire, enter the lowest cave and equip the Roc's Feather. Leap right over the hole and grab more water from the east cave. Put out the flames blocking the left cave, enter it and travel up.

3 IN PURSUIT OF YOUR SHADOW

Shadow Link is leaving fire in his path. Gather water jars from the left cave and douse the flames that are blocking the right cave. Enter the middle cave and equip the Magic Hammer (or bombs—see the lowest map tip); climb the ladder and exit the cave. Jump off the cliff and enter another cave. Descend the stairs and use a Bomb Flower from outside (or a bomb) to blast the cracked cavern wall. Grab a few water jars and put out the flames at the base of the ladder.

4 BUT WAIT, THERE'S MORE!

Don't climb the giant ladder to the next outdoor area just yet—jump down and enter the bottom-middle cave. If you don't have the Magic Hammer, ride the platform down and pick it up. Exit the cave and enter the bottom-right one. Hammer in the posts outside, then drop to collect a big green Force Gem.

5 AN EXPLOSIVE SITUATION

Enter the cave at point 5 and roll the three boulders into the holes (be careful not to get squashed in their path!). Walk over the boulder-bridge in the middle, get into wide formation and pick up four oil drums. Exit the cave and ascend the giant ladder. One at a time, quickly toss each Link's oil drum at the fuses then duck into the nearby cave to avoid the blast.

6 BOULDER DASH

Beware of falling rocks! As you proceed east, dodge the boulders that come crashing down. When one of the massive stones falls into a hole in the path, dash across.

7 QUAKE 'N' BAKE

If you don't have the Magic Hammer, grab it from inside the house that had the stakes around it. Pound the ground near point 7 to reveal several hiding Gorons—one of them has a Small Key. Use it to unlock the door inside the nearby cave, then load up on water jars to cool off the fires outside.

8 SHADOW TAG

When you reach the top of the tall ladders, you'll face four Shadow Links. Choose from the weapons in the houses to attack your foes—the bow, hammer or Fire Rod is your best bet.

BOSS HELMAROC KING

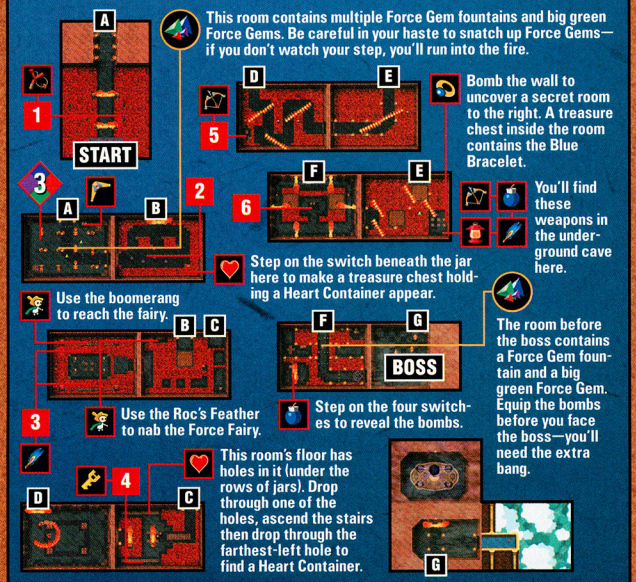
Chuck Bomb Flowers at the Helmaroc King when he soars by. A direct hit will stun the giant bird and send it crashing into one of the caves. Enter the cave, hammer on his mask then return outside and repeat.

MULTIPLAYER TIP

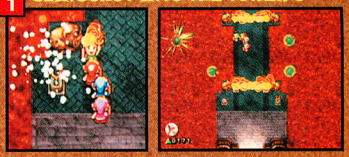
When you take on the Helmaroc King in a multiplayer adventure, the amount of time he is stuck in the caves is much shorter. One or two players should toss Bomb Flowers while the others wait in the caves.

TOWER OF FLAMES

Take it slow in the Tower of Flames, or you might walk face-first into a wall of fire. Molten lava, fire-spitting statues and rotating fireball-chains are standard fare in this scorching mountain dungeon. Deep within, a maiden awaits.



1 SLINGSHOT INTO THE TOWER'S

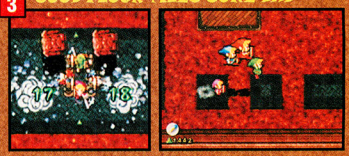


Break the jars beside the first set of fire-breathing statues to reveal a switch. Wait for the flames to stop then step on the switch to make the slingshot appear. Use the weapon to hit the four switches—the upper-left one requires a charged shot.

2 WHEN PUSH COMES TO SHOVE

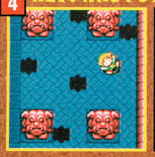
No one pushes Link around! Stab at the Hardhat Beetles to push them into the lava. Stay away from the edges—when you strike the beetles, you'll bounce backward, too.

3 GOOD FLOOR TILES GONE BAD



Toss one Link left over the gap, uncover the four switches in the center of the room and push statues onto them. Rally the Links into a cross formation between the statues. When the tiles fly at you, hold B to perform a spin attack. When the tile assault stops, grab your prize—the Roc's Feather.

4 HEY! WHO PUT A HOLE THERE?



In the room at point 4, break the rows of jars to reveal two holes. Fall through one of the holes then ascend the stairs. Find the middle-right hole in the floor (see the left screenshot) and fall through it. Open the chest to obtain a Small Key, then climb two staircases. Step on the four switches between the statues to stop the fire, then use the key to unlock the door. Use a box formation and downward-thrust attacks to defeat the Ball & Flame Soldier inside.

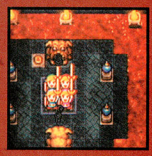
5 GAUNTLET O' FIRE

From point 5 to point 6, you'll brave three rooms full of rotating fireball-chains and lava. Use the bow or the Roc's Feather to get past the flames. If you use the bow, hit the switches that change the direction in which the chains spin.

6 TAKE THE HEAT OP A NOTCH

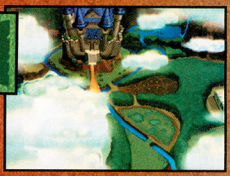
The Shadow Links aren't going to let you past without a fight. Dodge the flames and bombs as you attack them one at a time. Hop onto the floating platforms to chase the fleeing Shadow Links—defeat them to shut off the fire.

BOSS DODONGOS



If you didn't grab the bombs in the room before the Dodongos' lair, run back and get them. Watch how the Dodongos move—when one opens its mouth, dash up and toss a bomb in its gaping maw (watch out for their fire breath). Three bombs per Dodongo will finish off the armored beasts.

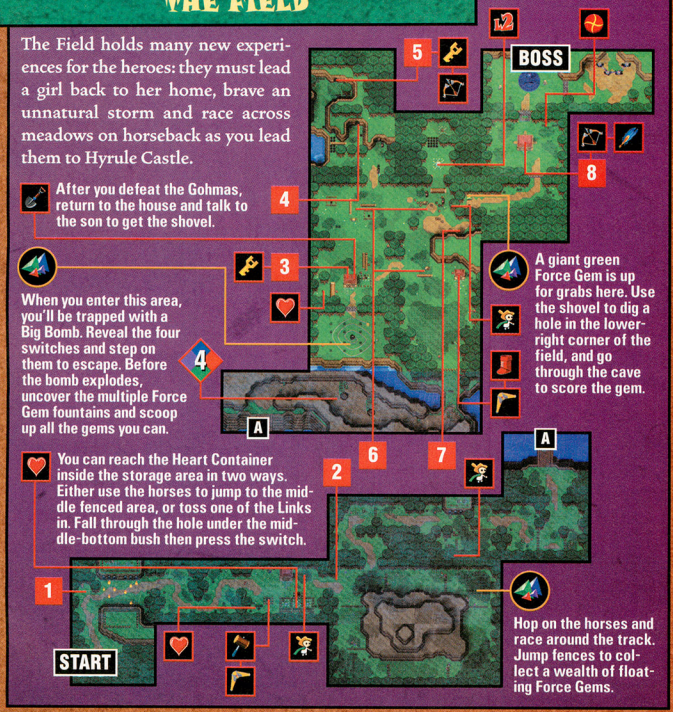
Near the Fields



You've nearly made it to Hyrule Castle; however, the Link entourage encounters hostile guards and strange monsters as they approach the kingdom's outer areas. Something must be terribly wrong if the heroes of Hyrule aren't welcome in the kingdom.

THE FIELD

The Field holds many new experiences for the heroes: they must lead a girl back to her home, brave an unnatural storm and race across meadows on horseback as you lead them to Hyrule Castle.



After you defeat the Gohmas, return to the house and talk to the son to get the shovel.

When you enter this area, you'll be trapped with a Big Bomb. Reveal the four switches and step on them to escape. Before the bomb explodes, uncover the multiple Force Gem fountains and scoop up all the gems you can.

A giant green Force Gem is up for grabs here. Use the shovel to dig a hole in the lower-right corner of the field, and go through the cave to score the gem.

You can reach the Heart Container inside the storage area in two ways. Either use the horses to jump to the middle fenced area, or toss one of the Links in. Fall through the hole under the middle-bottom bush then press the switch.

Hop on the horses and race around the track. Jump fences to collect a wealth of floating Force Gems.

1 A DAMSEL IN DISTRESS

Poor Malon can't get back home to the Lon Lon Ranch. Agree to escort her, then get into wide formation. Malon will walk below you past the cannons—face upward to guard against the cannons with your shields. Once you pass the cannons, get into box formation and protect Malon from the Hidden Archers.

MULTIPLAYER TIP

In a multiplayer game, Malon will have more hearts on her meter than in a single-player game. You'll have to work together to guard Malon from the cannons and Hidden Archers. Move slowly and cooperate!

2 AAAAAND, THEY'RE OFF!

Read the sign at point 2 then grab the crystal ball and toss it to obtain a carrot. Touch the carrot to have the Links mount horses—the horses will disappear after a little while if you don't find another carrot. (Look in the grass, in bushes and along the path.) Race to the sunny area of The Field. Don't worry about foes—you're invincible on horseback.

3 PUT A LITTLE DASH IN YOUR STEP

Talk to the old man and his son in the house at point 3. If you agree to slay the "one-eyed monsters" (Gohmas), the son will give you the Small Key to their shed. Travel east to the shed and equip the Pegasus Boots inside. With the boots on, you can dash into trees to reveal secrets.

4 GRAVITY-DEFYING SPEED

Travel east from point 4, pull the log away from the cave entrance then walk north. Lift the large stone to reveal a Great Fairy fountain—talk to her to upgrade your Pegasus Boots. Return to point 4 and pull the logs out of the way, then enter the cave and place one Link on the switch. Backtrack through the cave with one Link. Once outside, dash over the row of holes that you pulled the log away from earlier. Call the other Links to your side then enter the cave.

5 ANCIENT TOMB SECRETS

In the cave, dash left over the water; break the jar to reveal a floor switch. Stand on it to create a bridge (on your way back through the cave you'll use the bow on the eye switch to activate a cannon). Climb the ladder then walk north and enter the cave. Go left and pick up the Small Key to unlock the door and help yourself to the bow.

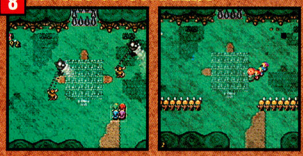
6 IS THAT AN ARROW IN YOUR EYE?

With the bow in hand, the three Gohmas in the area are no match for you. Launch a few arrows in each beast's single eye to defeat it (and score some Force Gems). Once all the Gohmas are gone, return to the old man's home.

7 THANKS—HAVE A SHOVEL

After you defeat the Gohmas, talk to the old man's son—he'll reward you with a shovel. Take it to the large field at point 7 and dig in the area shown in the screenshot above to uncover the passage that leads to the boss (and a giant green Force Gem). If you get the Great Fairy to upgrade your shovel, it will shake when treasure is near.

8 WAVES OF SOLDIERS



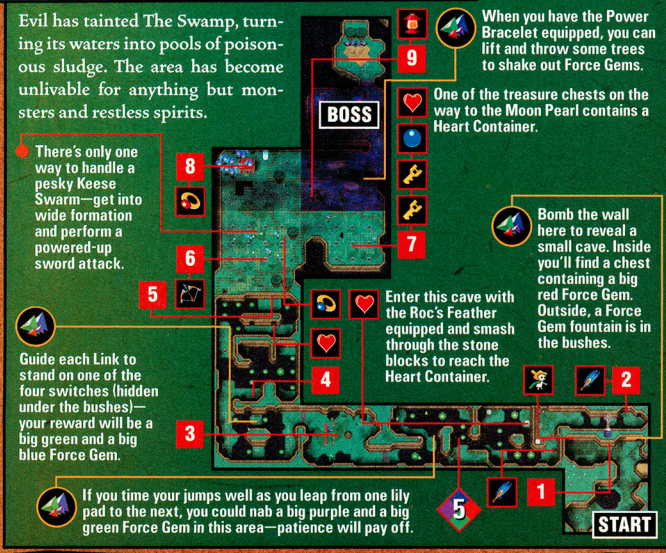
Before you face the boss, an entire battalion of soldiers will attack you. You'll face archers, then Ball & Chain Soldiers, then Soldier Ranks and finally a Chief Soldier. Use the Bombos Medallion (through the upper-right hole) and the weapons in the house.

BOSS BIG DARK STALFOS

Approach the blue shrine and battle the two Stalfos. Once you vanquish the undead foes, you'll be pulled into the Dark World on your GBA, where you'll face the Big Dark Stalfos. His movement is similar to that of a Chief Soldier—if you defeat him he'll give you the Blue Royal Jewel.

THE SWAMP

Evil has tainted The Swamp, turning its waters into pools of poisonous sludge. The area has become unlivable for anything but monsters and restless spirits.



When you have the Power Bracelet equipped, you can lift and throw some trees to shake out Force Gems.

One of the treasure chests on the way to the Moon Pearl contains a Heart Container.

There's only one way to handle a pesky Keese Swarm—get into wide formation and perform a powered-up sword attack.

Bomb the wall here to reveal a small cave. Inside you'll find a chest containing a big red Force Gem. Outside, a Force Gem fountain is in the bushes.

Enter this cave with the Roc's Feather equipped and smash through the stone blocks to reach the Heart Container.

Guide each Link to stand on one of the four switches (hidden under the bushes)—your reward will be a big green and a big blue Force Gem.

If you time your jumps well as you leap from one lily pad to the next, you could nab a big purple and a big green Force Gem in this area—patience will pay off.

1 RUN FOR COVER!

Shadow Link is up to his old tricks again. Watch the timer on his giant bomb and take cover in one of the caves before it explodes. In between blasts, use Bomb Flowers to open the four caves.

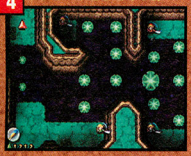
2 LEAPIN' LINKS

Enter the middle cave and grab a Bomb Flower near the upper exit. Go outside and blow up the wall to the left; enter the left cave and equip the Roc's Feather. Exit the cave and hop over the poisonous water.

3 SOLDIER STANDOFF

You've got to hand it to the soldiers—they're persistent, and at point 3 they're back for more. Defeat them then take out the Chief Soldier. Block the archer's arrows with your shields.

4 IT TAKES FOUR



Each Link must stand on one of the four switches at point 4. Activate the switches clockwise—each one will create more lily pads. You'll be rewarded with a big red Force Gem on your way out!

5 A DEAD END?

The area at point 5 seems like a dead end, but it isn't. Pick a Bomb Flower and blast the wall north of the plant. Pluck one more Bomb Flower and use it on the cracked wall inside the cave.

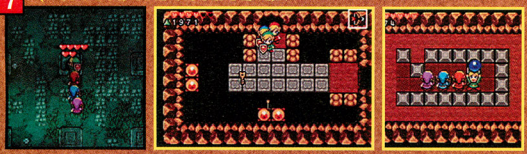
6 TOMB RAIDER

Push the middle-right gravestone in the bottom row to reveal a hole. Inside, perform a downward thrust above the pot in the bottom-left corner to uncover a switch. Jump to the switch, activate it and equip the bow.

MULTIPLAYER TIP

In a multiplayer game, the bow is under the far-right tombstone in the second row.

7 QUEST FOR THE MOON PEARL



Push the center headstone at point 7 and hop down the hole. Inside you'll navigate through several rooms containing eye switches and traps. A Small Key is up and right from the entrance. Use it to open the locked door straight up from the entrance. Activate the remaining eye switches to get a second Small Key on your way to a treasure chest that holds the Moon Pearl at the far right.

MULTIPLAYER TIP

In a multiplayer game, you'll need both the Roc's Feather and the bow. Some of the eye switches are in different places from in a single-player game. Use the Roc's Feather to break stone blocks, and the bow to shoot the eye switches.

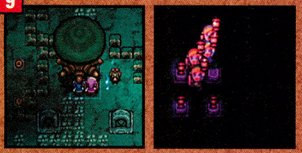
8 CRASH THE GHOST PARTY

Dampé has a serious ghost problem. Open the Dark World portals with the Moon Pearl and use them to bypass the toxic water. Uncover four switches and stand on them—they'll light the torches and destroy the ghosts. Enter the house and equip the Power Bracelet.

MULTIPLAYER TIP

In a multiplayer game, the Dark World portals will allow only a certain colored Link through. The player who can enter the portal must carry the others over the poisonous water to Dampé's house.

9 CAST AWAY THE DARKNESS



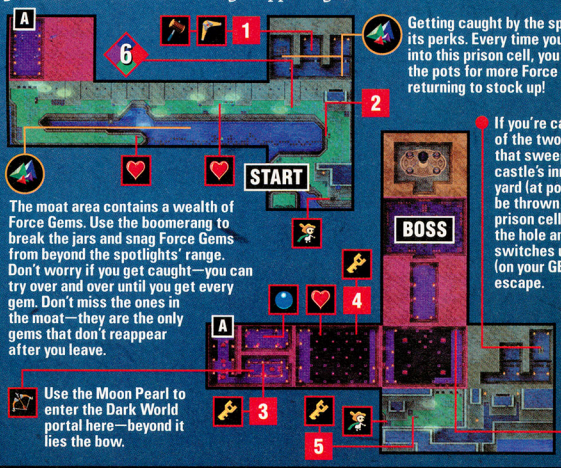
After you obtain the Power Bracelet, stand next to the crying ghost-girl and lift the tree. Enter the dark area and work your way down to the lower-left corner to find the lamps. Avoid the spotlights, or you'll face a ring of angry ghosts. Lift the trees that block the path to the boss.

BOSS BIG POE

Step on the switches to light the torches. Eliminate the four ghosts to make the Big Poe appear. It will fly around, stopping only to spin and spew fire. When the Big Poe approaches a torch, light it then attack.When you hit the boss it will shrink and release ghosts or Bubbles. Repeat the process to win.

INFILTRATION OF HYRULE CASTLE

You've finally made it to Hyrule Castle, but the guards are acting very strangely—not even Link is welcome. Sneak past the castle's defenses and infiltrate its depths to get to the bottom of the strange happenings.



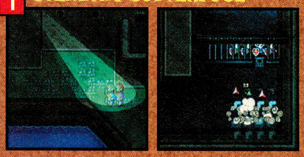
Getting caught by the spotlights has its perks. Every time you're tossed into this prison cell, you can destroy the pots for more Force Gems. Keep returning to stock up!

If you're caught in one of the two spotlights that sweep over the castle's inner courtyard (at point 5) you'll be thrown into this prison cell. Uncover the hole and hit the switches underground (on your GBA) to escape.

The moat area contains a wealth of Force Gems. Use the boomerang to break the jars and snag Force Gems from beyond the spotlights' range. Don't worry if you get caught—you can try over and over until you get every gem. Don't miss the ones in the moat—they are the only gems that don't reappear after you leave.

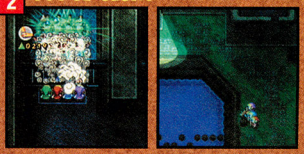
Use the Moon Pearl to enter the Dark World portal here—beyond it lies the bow.

1 STEALTHY SUBTERFUGE



Hyrule Castle is swarming with spotlights. If one catches you, you'll be placed in a cell. To escape, uncover the hole that leads to the next cell over. Equip the boomerang, return to the first cell then break the jars outside the cell to obtain a Small Key.

2 OUT OF SIGHT

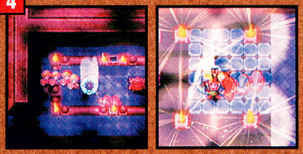


Stand in wide formation in front of the left cell and use the boomerang to hit the four switches inside. Equip the Magic Hammer, return outdoors and use it to pound the posts near the water. Hop into the moat to swim past spotlights and nab sunken Force Gems.

3 ALL TOGETHER NOW—HEAVE-HO!

Take the Small Key from the chest at point 3 and use it to unlock the door on the right. In the next room, stand in long formation and pull the lever on the upper wall to unlock the door. Walk through the door and get into wide formation—watch out for the Bubbles. Pull the lever to make a Moon Pearl appear.

4 MORE THAN MEETS THE EYE



Carry the the Moon Pearl back to the spot where you found the Small Key and open the portal. Snatch the bow then return through the portal. Walk right to the room containing the eye switches. Shoot the switches with the bow to reveal invisible platforms then collect the Small Key from the right chest.

5 MAKE YOUR OWN FIRE ARROWS

Use the Small Key to unlock the door in the lower-right corner of the room at point 4, then proceed right. Stand behind each of the braziers and shoot arrows through the flames to light the other braziers across the room. After you ignite every brazier in the room (except the four below the upper-middle door) a path will appear. Exit through the doors in the bottom-right corner to appear outside in the castle's inner courtyard. Sneak past the spotlights then open the treasure chest to find a Small Key.

6 HOW MANY LINKS DOES IT TAKE TO LIGHT A TORCH?

After you obtain the Small Key, return to the previous room and use it to unlock the upper-right door. Enter the room and equip the lamp then stand in cross formation between the four unlit torches; use the lamp to open the door. Walk through the corridor and use the lamp to open the final door.

MULTIPLAYER TIP

When you're playing with friends, the strategy to light the torches differs. For instance, in a two-player game instead of using a cross formation, two lamp-bearing players must light two torches simultaneously to unlock the door.

BOSS BIG POE

Light the torches in the room to make the Big Poe appear, then light them again to stun it. It'll try to blow out any lit torches—separate and light them in succession. Attack while the boss is stunned. When the Big Poe inhales you, attack the green ghost inside it until it spits you out.

Friendly Competition

The NP Krew is absolutely ruthless when it comes to snatching Force Gems from each other in multiplayer Hyrulean Adventure. These tips are downright dirty—they're a sure-fire way to claim the most Force Gems and annoy the heck out of your pals in the process.

1 THE HINOX WANTS TO SAY HI

The Hinox in the Death Mountain Foothills will grab anyone who ventures too close and shake his Force Gems onto the ground. If you toss your pals at the Hinox, you'll get the opportunity to snatch up all their hard-earned Force Gems.

2 EVERY HERO FOR HIMSELF

After you obtain the oil drums in the Mountain Path, you can access the coated Force Gems. If one of your friends tries to nab the gems before you, smack him with the hammer to stun him, or drop an oil drum on his head—Link flambé, anyone?

3 RACE TO THE RICHES

It's a mad dash to the end of the fire maze in the Tower of Flames. A few big Force Gems and a Force Gem fountain await the winner. Play to win—push your pals into the fire spouts or hurl them into the flames to slow them down.

4 OOPS, WAS THAT YOUR FOOT?

It's difficult to keep your horse in this narrow section of The Field—carrots are scarce. Heaven forbid one of your friends loses his steed—that would give you the opportunity to flatten him under your horse and grab his Force Gems. Tally-ho!

5 GIVE YOUR PALS A TOXIC BATH

The Swamp doesn't offer many chances to grab gems, so make every one count! In the lily-pad areas, some big Force Gems float above the toxic water. You could cooperate, but it's much more fun to toss your pals in the murky muck.

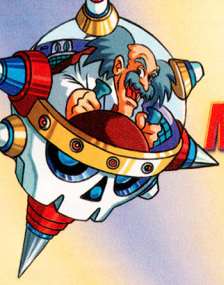
6 GO TO JAIL—DO NOT PASS GO

In Infiltration of Hyrule Castle you can swipe a wealth of Force Gems around the moat and in the prison. Throw yourself into the searchlight over and over—all the players will go to prison with you, but you'll gain access to tons of Force Gems.

Pure Fun

We've barely scratched the surface of the pure fun that is Four Swords Adventures. What story will your legend tell? Will you cooperate with your friends to accomplish great feats? Will you explore wondrous lands alone? Or will you strive to best your pals with devious ploys? You've never seen replay value like this!

THE ULTIMATE COLLECTION OF MEGA MAN'S FINEST ADVENTURES!



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GAME BOY ADVANCE

PlayStation 2

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MARIO GOLF™ Advance Tour

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GET CONNECTED

EVERYONE E CONTENT RATED BY ESRB

Golf for Greatness in Mario's RPG-Style Swing-a-thon!

A steady stroke and perfect putting touch will establish you as a Birdie-making machine in the GBA's swing at a duffer classic, Mario Golf: Advance Tour. Can you make the cut in a winner-take-all tourney against golf-master Mario and his Mushroom Kingdom pals? Time will tell.

SHOOT FOR SCATTERED CHALLENGES

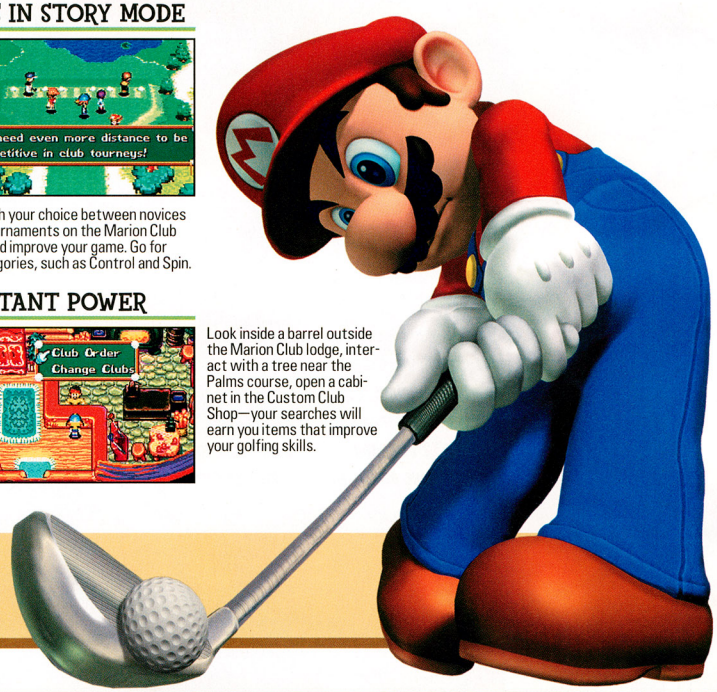
Victories in singles and doubles tournaments will unlock challenges in the Out and About area, which connects the courses. You can rack up extra experience by hitting a series of target circles while using a single club, or by shooting par on three consecutive holes using randomly selected clubs.

ROUND OUT YOUR SKILLS IN STORY MODE

The Mario Golf: Advance Tour story begins with your choice between novices Neil and Ella. By taking lessons and winning tournaments on the Marion Club course and beyond, you can earn experience and improve your game. Go for Distance first, then build up the accuracy categories, such as Control and Spin.

GRAB UPGRADES FOR INSTANT POWER

Look inside a barrel outside the Marion Club lodge, interact with a tree near the Palms course, open a cabinet in the Custom Club Shop—your searches will earn you items that improve your golfing skills.



Participate in Tourneys to Claim Trophies

Starting at the Marion Club, you'll enter tournaments for both singles and doubles play, and advance through the four courses in the immediate area. Dominance on the Links course will earn you entry in Princess Peach's Mushroom Tournament.

MATCH UP WITH COURSE CHAMPIONS

There are two ways to show your skills on every course. You can enter tournaments and push to the front of a pack, or enter match play and take on the course champions. In either scenario, victory will earn you accolades and plenty of experience—enough to level up your budding pro.

TAKE A VICTORY LAP FOR EXPERIENCE

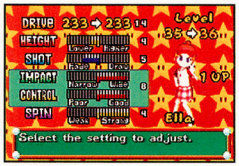
After you've cleared one course in singles or doubles play, another course will become available. But you can still show your stuff on the courses you've already conquered. Return as course champion to hotdog and earn additional experience as a repeating champ.

MEET THE CADDIE MASTER

Each of the four tour stops has a caddie master's area where you'll find access to the courses. Speak to the caddie master to enter the club tournament, practice the course or return for a round as champion. The path to the right of the master's hut is the course entrance. The next path to the right leads to the practice area, where you can learn skills and earn experience points through side games. The far-right path leads to the club lodge.

SPREAD THE WEALTH FOR DOUBLES PLAY

If you want to win in both singles and doubles play, it'll pay to build the attributes of both of your characters. Your partner is computer-controlled, but his or her abilities still depend on the attributes that you develop. Spread experience points equally between your two golfers.



Experience points build up to new levels for your golfers. With each new level, you'll be able to enhance an attribute. Distance is the most important to build first. After your golfers have good Distance, choose attributes that they can specialize in, rather than distributing points evenly among their skills.

Practice Hard and Play with Confidence

By heading out onto the course, you'll earn experience points and gain valuable playing experience that will help you keep your cool in any situation. Focus on fairways and greens, and set up every shot with the next shot in mind.

EXAMINE THE LAYOUT AND LAY UP

While it's good to be able to hit the ball a long way, it's not always the best strategy to go for maximum distance off the tee. Give yourself some breathing room around bunkers, and stop at the joints of doglegs unless you can clear the bends easily.

LOOK FOR LEVELS

Many fairways are tiered or have plateaus. If you land the ball at the bottom of a steep slope, the next shot may be tough. Aim for the top of rises. If you can't reach the top, give yourself some room at the bottom.

KNOW WHEN TO TAKE CHANCES

Shortcuts can save strokes or make approach shots easy. But they can also backfire and land you in the rough, or worse. Choose your path to the green by weighing risks against rewards, and try to minimize your risks when you're in the lead.

ENGINEER ACCURATE LANDINGS

Skill shots give you more control over what happens to the ball after it lands than automatic shots do. By pressing the B Button at the peak of your backswing, you'll set up a skill shot. Press B twice when the cursor reaches the impact zone to trigger backspin, or A twice for topspin.

If you need extra spin on the ball during a skill shot, press B, then A quickly when the cursor reaches the impact zone to give the ball super backspin. Press A, then B for super topspin.

Accept an Invitation to the Ultimate Golfing Test

After you master the Marion Club Tournament and its neighboring challenges, you'll receive an invitation from Princess Peach to enter the Mushroom Tournament. Our tips below cover the course's front nine.

TEST YOUR SKILLS AGAINST THE BEST

Mario, Luigi and the rest of the Mushroom Kingdom crew await you in the Mushroom Tournament. They are skillful opponents who will compete all the way to the end. Don't waste any opportunities to shave strokes from your tally.

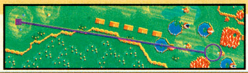
BE WARY OF MUSHROOM KINGDOM TRAPS

You'll find more than deep sand and rough patches to deal with in your trip through the Mushroom Course. Your ball will melt in molten lava and bounce off hardened lava. It will also ricochet unpredictably off mushrooms and skim quickly off Fast Fairways.

If you hit your ball too close to them, Piranha Plants and Chain Chomps will devour your ball and spit it out onto another part of the hole. Bob-ombs set off explosions that clear away obstacles, but they expose bunkers. Flashing circular Play Panels trigger obstacle-clearing events.

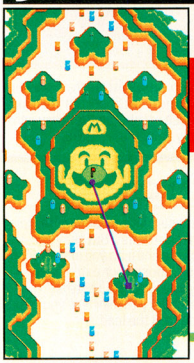
Mushroom Course Front Nine

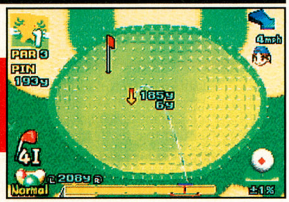
The following entries show the layouts for every hole, and close-ups of the greens. The lines on the layouts depict our recommended routes to the flags.



If you've sufficiently built up your golfer's Distance skills and if the wind cooperates, you'll be able to reach the circled areas with your tee shots.

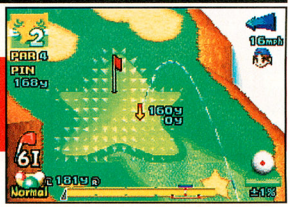
1st Hole — PAR 3





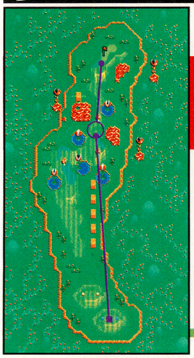
Shaped like Mario's nose, the first green is large but slopey, especially on the edges. Aim the tee shot into the center of the green and give it super backspin (by pressing B, then A in quick succession) to keep the ball on the green. You'll have a very good shot at holing the ball for a birdie.

2nd Hole — PAR 4



The islands on the left side of the second hole are tempting, but their top tiers are very small. Hit a long tee shot to the wide section of the fairway on the right. You'll be a short shot away from the green. Let the ball hit the front of the green and bounce toward the flag.

3rd Hole — PAR 4

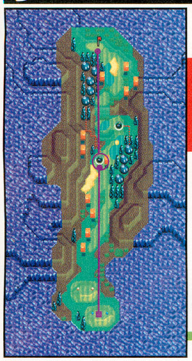


A long first shot will put you over the Piranha Plants and water hazards. Put backspin on the ball to keep from hitting the lava. On the second shot, super backspin will keep you from overshooting the small, kidney-shaped green.

4th Hole — PAR 5

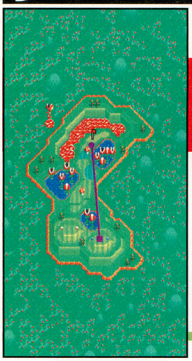
With a big tee shot, you can land the ball on the fourth hole's Play Panel and detonate a series of Bob-ombs or the patch to the left. If you aren't confident that you can hit the ball over the Bob-ombs to the right of the green, lay up on the second shot and line yourself up for an approach from the fairway.

5th Hole — PAR 4



Aim for the closest Play Panel on your first shot. Even if you don't land the ball on the panel, you'll still be in good shape to reach the green on your second shot. Aim for the flat section on the right side of the green and put some backspin on the ball to keep it from rolling down the slope.

6th Hole — PAR 3

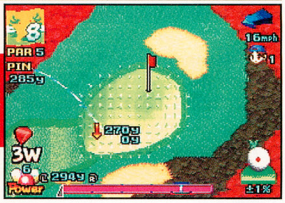


A huge water hazard nearly touches the sixth hole's small green. Aim the tee shot over the flag. If it looks like you got all of it when you reached the peak of your backswing, put super backspin on the ball in the impact zone so it doesn't bounce into the fringe or the rough.

7th Hole — PAR 4

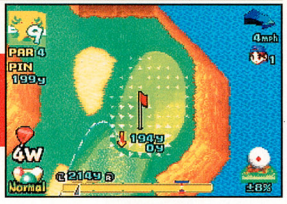
Aim for the closest Play Panel from the tee. That'll put you within striking distance of the green. On your approach shot, shoot directly for the flag and use super backspin to stop the projectile as soon as it lands. You'll be in great shape for a birdie putt.

8th Hole — PAR 5



The eighth hole is too long and has too many bends for even the best ball striker to reach the green in two shots. Use your third shot to make an accurate approach, then tap it in for a birdie.

9th Hole — PAR 4



A tee shot aimed to the left will bounce off the glassy patch of Fast Fairway and come to a stop on the Play Panel. That will put you about 175 yards from the green. A 3-Iron shot with some backspin should put you in good shape for a birdie putt.

Fore-gone Conclusion

You've still got nine challenging holes to go! Study each fairway carefully and take shots that make use of your golfer's strengths. Your accomplishments will unlock Mushroom Kingdom characters for Quick Play mode. Swing away, Mario!

SONIC ADVANCE 3™

Partners Against Crime

Dr. Eggman is up to his old tricks, using Chaos Control to split the world into multiple empires. Sonic must enlist the help of his pals to put an end to Eggman's scheming ways. For the first time in the Sonic Advance series, two players can fight as a team against Eggman and his sinister army. As with all Sonic titles, the gameplay in THQ's Sonic Advance 3 is fast and furious, and multiplayer mode only adds to the frantic pace.

EVERYONE E CONTENT RATED BY ESRB

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Buddy Up

You can play against your friends in Battle mode, but it's not the only multiplayer option. Two gamers can link their GBAs and tackle the main quest together (alternatively, a single player can control two characters). Select your team wisely—your buddy's attributes will enhance your character's skills. The lists in the margins show the moves a character gains based on his or her partner.

Tails

Tails is unlocked at the start of the game. He might not be the strongest character, but his ability to fly allows him to soar over obstacles.

Sonic

Spin Jump, Tail Swipe, Propeller Flying, Mid-Air Trick Action, Dog Paddle (in water)

Knuckles

Spin Jump, Tornado Attack, Med-Air Glide, Tail Spin Attack, Breast Stroke (in water)

Amy

Jump, Hammer Attack, Hammer Propeller Flying, Spin Attack, Dog Paddle (in water)

Cream

Spin Jump, Tail Swipe, High Propeller Flying, Homing Attack, Dog Paddle (in water)

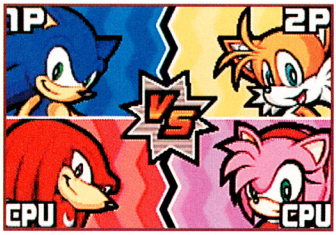
Battle For the Chao

Sonic Advance 3 also features two multiplayer minigames. Using a single Game Pak, two linked GBA players can duke it out for possession of an elusive Chao. With multiple Game Paks, up to four players can compete in a team race. Any unlocked characters will be available in the multiplayer minigames.

Head-to-Head Battle

In the single-pak game, two players compete in a timed battle, fighting for control of the Chao. The player holding the Chao when the clock runs out wins the match.

The Race Is On



With multiple Game Paks, four players can split into teams of two and race to the end of a level. If fewer than four players are connected, the CPU will control the remaining characters.

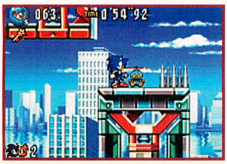
Chaos Rules

Leave it to Dr. Eggman to make a mess of things. In an attempt to create miniature Eggman Empires, the evil doctor gained access to Chaos Control and divided the world into seven sections. Now Sonic and his pals must uncover a Chaos Emerald in each of the seven areas to foil Eggman's plan and restore order.

Crouching Sonic, Hidden Chao

Two kinds of Chao—Omochaos and Hiding Chaos—are hidden on each level. You must collect all Hiding Chaos in each zone to advance the story. Omochaos are stationed at strategic locations to offer helpful clues.

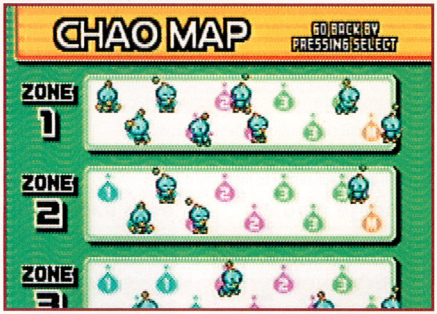
The Wise Omochao



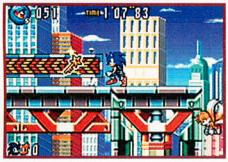
Omochaos are identifiable by the spinning propellers on their heads. Press Up on the Control Pad to lift an Omochao and receive some friendly advice. You might learn where to find a better route or how to use a certain item.

Chao Collection

Enter the Chao Playground in the factory to see how many Chaos you've collected. Each zone contains 10 Hiding Chaos scattered across several acts. Complete a zone by finding all 10 Hiding Chaos and clearing every act, then play through the level to find a special key.



The Key to Success

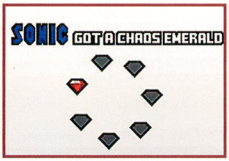


Once you've obtained the special key, use the map to locate the locked level.

The key will unlock a spring, which will bounce you high into the air . . .

. . . and drop you into a special 3-D stage, where you'll attempt to earn a Chaos Emerald.

Ring Around the Emerald



In the special stage, collect as many rings as you can. If you obtain the required number (indicated at the start of the stage), you'll earn a coveted Chaos Emerald. If you fail, you won't be able to access the level again until you reexplore the zone and uncover another key.

Sonic

The turbo-charged hedgehog is the speed demon of the group, and he packs a powerful punch. He'll give a boost to any team.

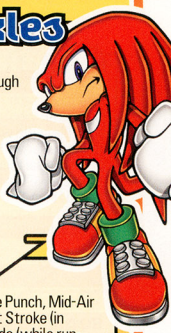
Tails
Spin Jump, Skid Attack, Mid-Air Trick Action, Boost mode (while running)

Knuckles
Spin Jump, Fire Sliding, Wind Attack, Upper Spin, Bound Attack, Boost mode (while running)

Amy
Jump, Hammer Attack, Spin Attack, Boost mode (while running)

Cream
Spin Jump, Skid Attack, Jump Dash, Homing Attack, Breathe (in water), Boost mode (while running)

Knuckles



His strength is unmatched, although he's a tad slower than his counterparts. To unlock Knuckles, you must defeat the boss in Zone 3.

Sonic
Spin Jump, Double Punch, Mid-Air Dash Glide, Breast Stroke (in water), Boost mode (while running)

Tails
Spin Jump, Spiral Upper, Double Mid-Air Glide, Wall Climb (toward wall), Breast Stroke (in water)

Amy
Jump, Hammer Attack, Mid-Air Glide, Wall Climb (toward wall), Spin Attack, Drill Claw, Dash Climb (wall), Breast Stroke (in water)

Cream
Spin Jump, Double Punch, Mid-Air Glide, Wall Climb (toward wall), Breast Stroke (in water), Homing Attack (during Glide)

Amy

Sonic's self-proclaimed girlfriend provides a strong wallop with her PikoPiko Hammer. You can unlock her by defeating the boss in Zone 4.

Sonic

Spin Jump, Hammer Attack, Jump Dash, Mid-Air Hammer Attack, Spinning Hammer Attack, Boost mode (while running)

Tails

Jump, Hammer Attack, Floating Fall, Mid-Air Hammer Jump, Head Slide (during leap)

Knuckles

Jump, Big Hammer Attack, Hammer Jump, Mid-Air Hammer Attack, Spinning Hammer Attack

Cream

Jump, Hammer Attack, Floating Fall, Mid-Air Hammer Attack, Mid-Air Trick Action, Head Slide (during leap)

Cream

The feisty rabbit is a speedster who's comfortable in the water. Combine her with a powerful partner to create a well-balanced team. She's the last character to be unlocked.

Sonic

Spin Jump, Chao Ball Attack, Flying, Mid-Air Chao Ball Attack, Life Ring (in water) Boost mode (while running)

Tails

Spin Jump, Chao Attack, Floating Fall, Mid-Air Chao Attack

Knuckles

Spin Jump, Chao Spinning Attack, Flying (Chao Spin), Mid-Air Chao Spinning Attack

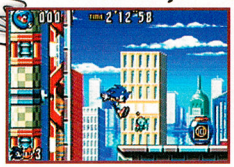
Amy

Jump, Hammer Attack, Flying, Mid-Air Chao Attack, Hip Drop, Mid-Air Trick Action

Tricks of the Trade

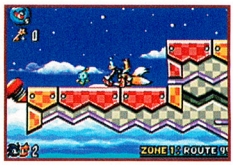
Each level presents its own challenges, but some basic tips apply to most zones in the main quest. We've listed a few helpful hints, along with specific tips for defeating a pair of the tougher bosses.

The Search for Hiding Chaos



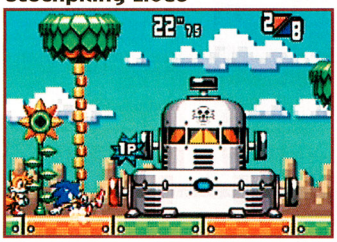
You'll often find Chaos in unusual places. Don't hesitate to stray from the beaten path. If you're using Tails, hold R to boost your team to high platforms.

Chaos can hide inside objects. Use your momentum to bust open large boulders and uncover Chaos, especially in Zone 2.



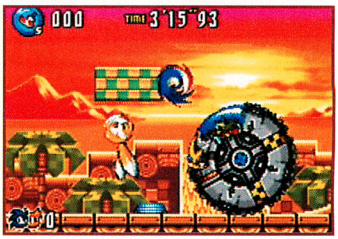
Don't forget to explore the overworld screen between acts. In most zones there is at least one Chao stranded in the overworld.

Stockpiling Lives



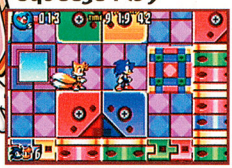
Bonus missions provide an excellent opportunity to earn extra lives. If you're running low on second chances, retreat to a previous zone and replay the bonus mission then return to the current zone.

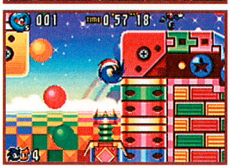
Boss Battle—Zone 2



After pushing the button in the middle of the floor, perch on the extended platform and wait for an opportunity to attack the enemy's glowing blue spot. Your partner will help inflict damage as you jump around.

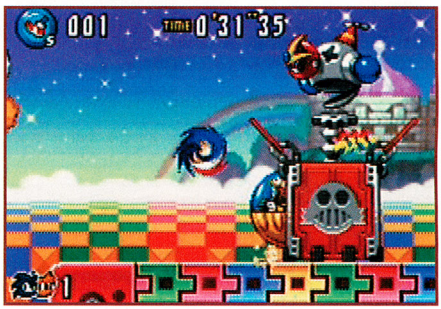
Squeeze Play





Stay alert in Zone 4! Rapidly moving blocks can pin you to the ground. Tread carefully before bouncing on a jack-in-the-box—a blue diamond on the box indicates that it's safe.

Boss Battle—Zone 4



The blue corner of the box is the enemy's weak spot. Wait for the boss to make its move, and dodge the attack before you pounce. Be cautious when jumping around the screen. The battlefield is surrounded by cliffs—slipping off the edge will lead to a fatal plunge.

The Whole Package

Sonic Advance 3 offers the hyperactive momentum that has become a staple of the franchise, but it also delivers a challenging quest that requires patience and exploration. If you've been itching for cooperative play in a traditional Sonic title, your wait is over.

CUSTOM ROBO™

ROBO RUMBLE CONTEST

The Robo Rumble Contest is well underway! Last month we sounded the call to all Robo Commanders. We're searching for the very best Custom Robo designs and strategies, and we've got some awesome prizes. This month we're kicking off a series of robo-part tips to boost your battle strategy. Check out customrobo.com for a full list of the parts that coincide with our tips. Consult the contest rules for details on how to enter—get your robo ready today!

Grand Prize

1 Winner

Receive a one-of-a-kind Custom Robo model built in your robo's likeness.

Second Prize

1 Winner

Score a framed and signed Custom Robo poster.

Third Prize

14 Winners

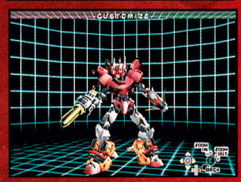
Get your hands on a limited-edition Custom Robo T-shirt.

ESRB TEEN T — Comic Mischief, Mild Fantasy Violence

Robo-Body Basics

The right robo body can make or break a battle. Some bodies are designed for a specific type of battle (aerial, for instance), and others are well-balanced and suited for any situation. Each body has five attributes that affect the robo's Speed, Endurance, Air Ability, Attack and Defense. For the Robo Rumble Contest, we recommend practicing with various models to find the one that best fits your strategy. Check out the examples to the right.

The Aerial Beauty models excel at airborne combat—what they lack in Endurance and Defense they make up for in Speed, Attack and Air Ability. The Earth style (shown to the left), is tough to beat when controlled by a skilled commander.



Shining Fighter models are always a safe bet—they have well-balanced abilities and attributes. The Splendor (shown to the left) is easy to maneuver on the ground and in the sky; it's a great robo style to use in any battle.

OFFICIAL CONTEST RULES:

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents ages 13 and over (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. Contest period is 5/20/2004 to 8/16/2004. To enter, print your name, address, telephone number, and the words "Custom Robo" on an 8 1/2" x 11" piece of paper. On the same sheet of paper, list your Robo parts (Robo part selection limited to one illegal part) and write an essay that is 150 words or less describing your Custom Robo parts chosen and battle strategy. Mail the entry to this address:

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Entries limited to one per person. To be eligible to win a prize, entries must be received by NOA by 8/16/2004 ("Entry Deadline"). NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 8/20/2004, winners will be determined based on: (a) 40% Robo design and (b) 60% written description of Robo. In the event of a tie, NOA will contact qualifiers to write a new 200-word essay on a topic of NOA's choice. NOA will attempt to notify winners by mail by 9/15/2004. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 16 will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/15/2004) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a model of his/her Custom Robo. Approximate Retail Value (ARV) of Grand prize package is $5,000.00. Second Prize: One (1) Second Prize winner will receive an autographed Custom Robo poster; ARV: $300.00. Third Prizes: Fourteen (14) Third Prize winners will each receive a Custom Robo T-shirt; ARV: $20.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavits not returned within 20 days after notification will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2004 by Nintendo of America.

FIVE FOR FIVE

NINTENDO DOMINATED E³ THIS YEAR WITH A SCORCHING ARSENAL OF MUST-HAVE GAMES. FIVE WINNERS WILL GO HANDS-ON BEFORE EVERYONE ELSE.

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1. Male 2. Female

C. What was your favorite strategy article in this issue?
1. Dragon Ball Z: Supersonic Warriors
2. Duel Masters: Sempai Legends
3. Harry Potter and the Prisoner of Azkaban
4. The Legend of Zelda: Four Swords Adventures
5. Mario Golf: Advance Tour
6. Mega Man Anniversary Collection
7. Sonic Advance 3
8. Spider-Man 2 (GBA)
9. Tom Clancy's Rainbow Six 3

D. What was your favorite preview or special feature in this issue?
1. E^3 2004
2. Nintendo DS
3. Resident Evil 4
4. Spider-Man 2 (GCN)
5. Tales of Symphonia

E. Do you plan on buying a Nintendo DS?
1. Yes 2. No 3. Undecided

F. Which of the following exclusive GCN titles shown at E^3 interests you the most? Circle one only.
1. Baten Kaitos
2. Donkey Konga
3. Donkey Kong Jungle Beat
4. Geist
5. Metroid Prime 2: Echoes
6. Paper Mario 2
7. Pikmin 2
8. Resident Evil 4
9. Star Fox

G. Which of the following non-exclusive GCN titles shown at E^3 interests you the most? Circle one only.
1. Amazing Island
2. Catwoman
3. GoldenEye: Rogue Agent
4. The Lord of the Rings: The Third Age
5. Madden NFL 2005
6. Prince of Persia 2
7. SRS: Street Racing Syndicate
8. StarCraft: Ghost
9. Viewtiful Joe 2

H. Which Game Boy Advance title shown at E^3 interests you the most? Circle one only.
1. Boktai 2: Solar Boy Django
2. DK: King of Swing
3. F-Zero: GP Legend
4. Final Fantasy I & II
5. Kingdom Hearts: Chain of Memories
6. Kirby & the Amazing Mirror
7. The Legend of Zelda: The Minish Cap
8. Mario Pinball
9. Pokémon FireRed and LeafGreen Versions

I. Which Nintendo DS feature is the most exciting? Circle one only.
1. 3-D graphics
2. Dual screens
3. GBA backward compatibility
4. Touch screen
5. Wireless connectivity
6. Voice recognition

J. What was your primary E^3 news source?
1. Nintendo Power
2. Nintendo.com
3. Other websites
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5. Television
6. Newspapers
7. Not interested in E^3

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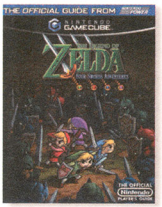
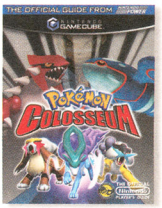
Back issues of Nintendo Power and Official Nintendo Player's Guides have all the gaming information and strategies that you need, and it's all straight from the source.





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ENTER FOR A CHANCE TO WIN!

GRAND PRIZE (5 Winners)

In the days leading up to each of this fall's major releases—Metroid Prime 2: Echoes, Star Fox, Paper Mario 2, Pikmin 2 and Donkey Konga—Nintendo GameCube owners everywhere will be burning with anticipation. But you'll get your copies early and be dozens of hours into the titles before other gamers can. It's the ultimate in bragging rights.

2ND PRIZE (20 Winners)

Mark the date: on November 15, 2004, Samus will hunt her greatest prey yet when Metroid Prime 2: Echoes appears on store shelves—and she'll also face multiplayer fragfests for the first time. But if you're one of our second-prize winners, you'll receive the game early and get the jump on millions of Metroid fans.

3RD PRIZE (50 Winners)

Even NP Krew writers have to beg for one of our Nintendo Power T-shirts—they're that exclusive. You'll be part of the in-crowd.

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Pokécenter

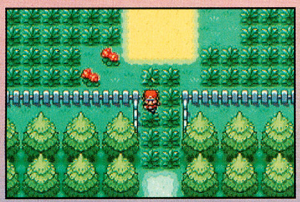
There's no place like Hoenn. This month's new TCG expansion proves it. But we still can't wait to set foot in Kanto—and some Pokémon fans recently got the chance.

QUANTUM LEAPS AT E³

Lots of Nintendo's video-game eye candy was on display at the Electronic Entertainment Expo in mid-May, but legions of Pokémon fans bypassed other tasty fare and made a beeline straight for the Pokémon FireRed and Pokémon LeafGreen demo area. They were able to play up to Viridian Forest and no farther (which you saw in last month's Pokécenter), and battle and trade using the Game Boy Advance Wireless Adapter. This month we're bringing you the rest of the E³ Pokémon story, which includes tantalizing tidbits about the Nintendo DS, plus insights into Pokémon FireRed and LeafGreen that will surprise newcomers and seasoned Trainers alike. Whether you've been to Kanto before or you can't wait to make your first trip to Pokémon's original stomping ground, the two new Game Paks will open your eyes to the vast realms of adventure in the upcoming titles.

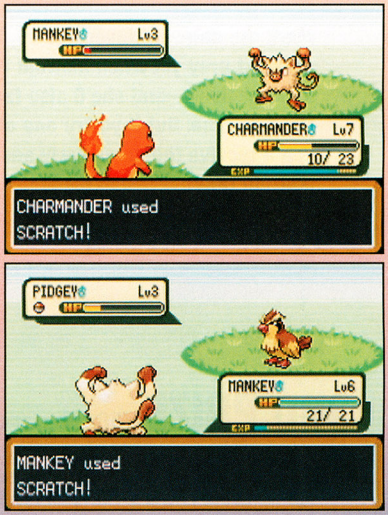
Dazzling Debut for Pokémon FireRed and LeafGreen

E³ attendees who were new to Kanto got their first look at some of the most important places in the Pokémon world: Pallet Town, Professor Oak's lab and the Pokémon League headquarters. Longtime Pokémon fans, who were making their second trip to Kanto since the days of Pokémon Red and Blue, also saw something new: you can now play as a boy or girl! Furthermore, locations and Pokémon are getting a visual makeover on par with Pokémon Ruby and Sapphire's graphics. Trainers in the wild speak lots more than in Pokémon Red and Blue, and the PC system has been updated to match the slick one first seen in Hoenn. Gamers were overwhelmed by how great it all looked and played.



On September 9, when you get your own hands on the games, you'll set off from Pallet Town and take your first steps toward glory by foraging for wild Pokémon outside of town.

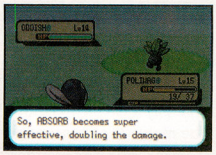
Though the Pokémon League headquarters isn't far from your home, you won't be able to challenge its titanic Trainers until late in your Kanto journey.



You'll build your Training muscle one Pokémon at a time, setting out with one starter Pokémon—Charmander, Bulbasaur or Squirtle—and battling wild Pokémon until they see that your team is the *only* place to be.

Teachy TV

E³ attendees also got a first look at a few of many game features that are brand-new to the Pokémon universe, such as Teachy TV. Pokémon fans know that there's a lot to learn, and Pokémon FireRed and LeafGreen help get new players into the thick of things with step-by-step demonstrations about battling, status conditions, type-trumping, Technical Machines and much more.

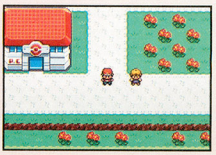


After you're given your Teachy TV, you can tune into shows hosted by the Poké Dude, who will dim the action to explain what's happening.

Plot Synopsis

Anyone who's been to Kanto before can tell you that it's vast. That, combined with simultaneous missions to take on the Pokémon League and take down Team Rocket, makes for a massive storyline. The new plot-synopsis feature helps you keep your wits about you.

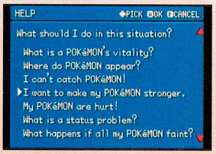
Each time you turn on your game, it will remind you—in a black-and-white flashback—about the last few things you did the last time you played the game.



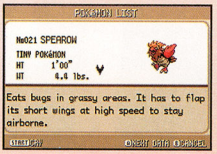
After the flashbacks, you'll start exactly where you left off—it's a pretty smooth new feature.

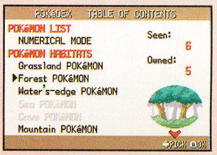
More Features & Upgrades

We'll have more on the games' new surprises next month, but we can spill a few more details for now: the games will also include an extremely thorough help function (no matter where you are in Kanto, you can ask for some hints) and a Pokédex that's better than ever.



If Teachy TV can't answer your question, help menus will have you covered.





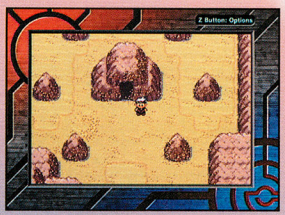
The Pokédex is even better than the one seen in Hoenn. It offers more information than ever, with powerful new search capabilities.

Pokémon Potential For the DS

Elsewhere in Nintendo's E³ booth, crowds flocked to see the dual-screened Nintendo DS (turn to page 32 to get a look for yourself). One of many technical demos was Pikachu DS, which showed a frolicking Pikachu on the upper screen. Using a stylus on the lower touch screen, you could strum a guitar to entertain Pikachu and to sketch the electric sidekick, who would sometimes dash from the upper screen onto the lower one. Pikachu DS was just a technical demo—not a game in development—so we can only imagine where Pokémon could go with the amazing power of the Nintendo DS!

SERIOUS GEAR!

What do you get for the Pokémon Trainer that has everything? Pokémon Box for the Nintendo GameCube! It lets hard-core Trainers transfer up to 1,500 Pokémon from their GBA Paks (for Pokémon Ruby and Sapphire, and Pokémon FireRed and LeafGreen) to a GCN Memory Card. The GCN Disc will be sold only at the Pokémon Center NY and on its website (pokemoncenter.com) for a suggested retail price of $19.99.



Pokémon Box isn't just for storing Pokémon. It has lots of great extra features, such as allowing you to play Pokémon Ruby or Sapphire through your TV.

POKéMON BOX RUBY&SAPPHIRE

JIRACHI UNLEASHED

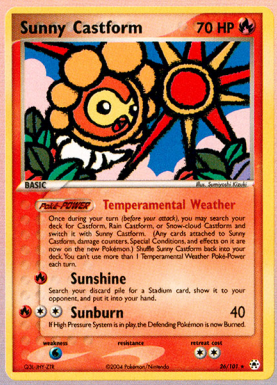
You've seen Jirachi bring on the cosmic pain in Pokémon Colosseum, Pokémon Ruby and Pokémon Sapphire battles, plus wreak havok in Pokémon Pinball: Ruby & Sapphire and even pay a friendly visit in Pokémon Channel—but what do we really know about Jirachi? The movie *Pokémon: Jirachi Wish Maker*, just released on DVD and VHS, reveals all about the wish-granting wonder, who gets caught in an evil magician's mad plot to grant life to another legendary Pokémon. If that weren't thrilling enough for fans of Pokémon animation, the movie release will also include "Gotta Dance," a never-before-seen short, plus even more cool extras. Gotta catch this flick!

LEGENDS INVADE TCG!

Pokémon TCG players have slapped down a crazy diversity of Hoenn's Pokémon over the course of the last four expansions, but they haven't been able to wield many of the game's most elusive cards. But now Registeel, Regirock, Regice, Metagross and many more are bursting into the open with EX Hidden Legends—Hoenn's last major expansion before TCG returns to Kanto later this year. You can tap into EX Hidden Legends quickly with the Wish Maker and Forest Guardian theme decks, and forage through booster packs to find some truly game-ruling cards, such as Sunny Castform and Exploud. Check 'em out.

If you use Forest Guardian, you'll have access to Dark Celebi, a legend who's crashing the Hoenn scene. The Wish Maker deck has its own stunning legend, Jirachi.

Some EX Hidden Legends cards have the best Poké-Bodies in all of TCG. Regice ex's Crystal Body, for example, shrugs off all non-damaging attack effects.



Castform finally makes an appearance in several forms, such as Sunny Castform. It can change form on the field easily if other Castform-related cards are in your deck.

Exploud is a rare EX Hidden Legends card that will be in great demand. It has four attacks—all fueled by Colorless Energy—extremely unusual in the TCG universe.

CARD COLOSSEUM

Jirachi, star of the Wish Maker deck, is one of the most powerful cards in the TCG universe. Its Make a Wish move can put any deck into evolutionary overdrive. In fact, the Wish Maker deck has so many stellar Pokémon that—after supplementing it with EX Hidden Legends booster cards—we were able to create a new deck that can bulldoze any of those that we've featured since EX Ruby & Sapphire first tapped into Hoenn's Pokémon. Our Metal-based deck tempers its steel with Water-based cards to cover its Fire-type Weakness—it's a brutal combination.

DECK NAME: *HEAVY METAL LEGENDS*
TAUNT: *"HOENN'S HEAVYWEIGHTS WILL KO YOUR CREW!"*

- 4x JIRACHI #8
- 2x REGISTEEL EX #99
- 4x CLAMPERL #58
- 2x GOREBYSS #18
- 4x BELDUM #54
- 4x METANG #43
- 2x METAGROSS EX #95
- 2x METAGROSS #11
- 4x CORSOLA #32
- 4x METAL ENERGY #94
- 3x PROFESSOR BIRCH #89
- 4x POTION #91
- 13x PSYCHIC ENERGY
- 8x WATER ENERGY

Fire-type attacks will melt Metal-types fast, so Water-types are essential. Gorebyss's Mystic Water does 20 damage plus 10 more for each Psychic Energy card on the field, which is why we've crammed our deck with Psychic Energy.

Beldum and Metang will help you survive until you evolve some Stage 2s. Beldum can use its Call for Family to move Basic Pokémon from the deck to the Bench, and Metang can inflict five damage counters with Metal Ball automatically!

In addition to fueling Metal-type attacks, each Metal Energy also shields Metal-type Pokémon from 10 damage. But since it's a Special Energy card, you can stow only four of it in your deck. We get at the cards quickly with Corsola and Professor Birch, which let us draw more cards sooner. Metagross's Metal Juncture (see explanation to the right) helps us move Metal Energy to where it does the most good.

JIRACHI #8

Jirachi is one of EX Hidden Legends's dual-types (Psychic-and-Metal-type), so it will benefit from Metal Energy's defense (see note to lower-left).

Make a Wish lets you evolve an onfield Pokémon by pulling any Stage 1 or Stage 2 Pokémon card from your deck. Downside: Jirachi suffers 10 damage.

REGISTEEL EX #99

The Metal-type Pokémon's Exoskeleton Poké-Body shields it from 10 damage. Slap on some Metal Energy to make the titan nigh invulnerable soon!

Its Steel Wave does 50 damage to the Defending Pokémon, plus 20 more to each of your foe's Benched Pokémon whose type matches the defender!

METAGROSS #11

You can evolve either Metagross or Metagross ex from Metang. If you have a choice, evolve the non-ex one first.

Bench Metagross and use its Metal Juncture Poké-Power to move Metal Energy from your Bench to the Active Pokémon!

METAGROSS EX #95

Metagross ex's Metal Reversal lets you swap in one of your foe's Benched Pokémon (your choice!), which takes 40 damage.

But it's Extra Comet Punch that makes Metagross ex a terror. After it's first used, the 50-damage move does 100 damage—unbelievable.

Card Key

- EX Hidden Legends
- EX Ruby & Sapphire

Send your deck strategies to pokecenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.

2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.

3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.

4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

Pyrite Colosseum
Level 50: Single Battle

Dave D. from California admits that his team has "a glaring weakness to Ground-type attacks" but says that the three vulnerable ones (Registeel, Metagross and Torkoal) can ward off the hits with high Special Defense stats or defensive moves. Registeel and Metagross compensate also by protecting the team from super-poisoning Toxic attacks. He threw down the gauntlet—"I'd like to see the team that can top mine!" We put his team before Supertrainer Gally in Pokémon Colosseum to see if it held tight.

TRAINER DAVE'S POKéMON

MACHAMP LEVEL 50
Type: Fighting
Ability: Guts
Held Item: Sitrus Berry
Moves:
Revenge, Earthquake, Hyper Beam, Rock Slide

STARMIE LEVEL 50
Type: Water-Psychic
Ability: Natural Cure
Held Item: Mystic Water
Moves:
Surf, Psychic, Thunderbolt, Ice Beam

REGISTEEL LEVEL 50
Type: Steel
Ability: Clear Body
Held Item: Focus Band
Moves:
Toxic, Amnesia, Rest, Iron Defense

LUDICOLO LEVEL 50
Type: Water-Grass
Ability: Swift Swim
Held Item: Shell Bell
Moves:
Surf, Ice Beam, Giga Drain, Rain Dance

METAGROSS LEVEL 50
Type: Steel-Psychic
Ability: Clear Body
Held Item: Leftovers
Moves:
Hyper Beam, Reflect, Psychic, Light Screen

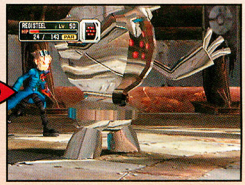
TORKOAL LEVEL 50
Type: Fire
Ability: White Smoke
Held Item: Quick Claw
Moves:
Flamethrower, Protect, Body Slam, Amnesia

LET THE FIGHT BEGIN!

Gally could pitch in his Nosepass, Lombre, Nuzleaf, Clamperl, Lileep or Anorith. Which would he choose? We bet that he'd play a Rock-type . . .

. . . so we led with Dave's Steel-type Registeel for its defensive standing. It didn't have same-type attacks, but its Toxic smote Nosepass badly.

Unfortunately, Nosepass went for the jugular, triggering an Earthquake that hit Registeel hard with Ground-type damage.



Dave was right about his Registeel having the stats to endure. We raised 'em even more with Amnesia and Iron Defense as Nosepass hit repeatedly.

Toxic, with its exponentially increasing damage, soon overwhelmed Nosepass, though the Rock-type left Registeel severely battered . . .

. . . and an easy target for Gally's Clamperl, which used its Clamp to snack wickedly on Registeel and prevent it from retreating to safety.

As Clamp's after-effects dragged on for four turns, preventing Registeel's retreat, we had the Steel-type use Rest to heal entirely.

When Clamperl's Clamp finally ended, we swapped out a healed Registeel for Ludicolo, a Water-and-Grass-type that would fare better.

The swap proved defensively strong right off the bat, since Clamperl's Water-type Clamp did very little damage against Ludicolo.

The swap also proved offensively awesome, as Ludicolo's Grass-type Giga Drain sucked the life out of Water-type Clamperl in a hurry.

Gally tossed in his final Pokémon, the Rock-and-Grass-type Lileep, so we swapped in Dave's Machamp. It took some Giga Drain damage . . .

. . . which drove Machamp's Revenge damage far higher when it struck next. The Fighting-type strike made Lileep faint away—fast!

The Verdict

Dave covered his Ground-type Achilles' heel by using Pokémon with stats and stat-raising moves that could compensate—a strategy that made Supertrainer Gally look like a fool. Excellent!

SEND IN YOUR SINGLE- AND DOUBLE-BATTLE TEAMS!

Send e-mail to
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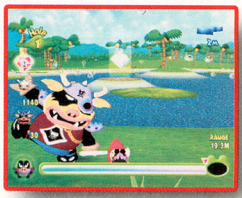

(No frogs were permanently hurt in the making of this game.)

EVERYONE E CONTENT RATED BY ESRB

NINTENDO GAMECUBE

PlayStation®2

BANDAI®

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The Crossing Quarterly

Summer 2004 Edition for Animal Crossing

Making Their Own Fireworks for the Fourth

Villagers everywhere will be ooh-ing and aah-ing down at the lake on July 4. But design-minded folks who want the show to start early and last forever are having a blast making their own firework-inspired clothing patterns, then carrying the spirit of the July jamboree with them wherever they go. As always, don't forget to check in with Tortimer during the show, which lasts from 7 p.m. to 9 p.m., to get the bottle rocket.

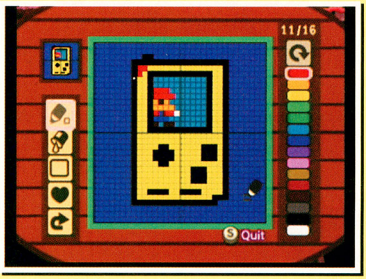
Boomtown's Blammo will surely cause a ruckus this year.

TinaSprkl from 4th4Evr celebrates Redd's holiday balloons.

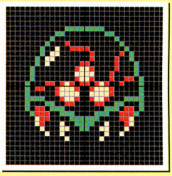
Fyrekirk from Firewyrk straps a bottle rocket to his back.

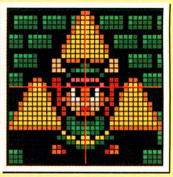
Nintendo Devotion Shines in Summer Designs

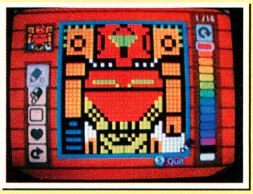
As summer turns up the heat on the village beat, the Crossing Quarterly is the first to report a new trend sizzling across the world: Nintendo fashions. Normally, we receive game patterns bit by bit and once in a blue moon. But for the last month we've gotten almost nothing *but* Nintendo patterns—what's going on out there? We're floored by the Nintendo fabulosity that we're seeing. We've received plenty of Mario and Metroid patterns but not many Star Fox or Donkey Kong designs yet. Perhaps as summer sprawls into fall we'll see even more of Nintendo's icons on the fashion-page rampage. Keep the great designs coming!



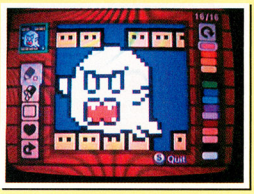
Nostalgia for the Game Boy Color hits home for Treetown's Josh, who sent us his re-creation of his old-school handheld. Any other fave systems out there? We wanna see 'em.



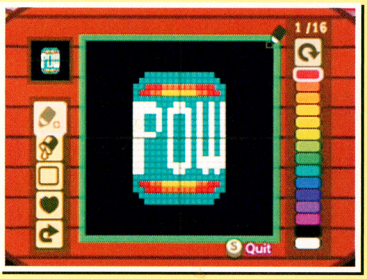




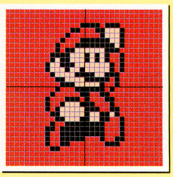
Metroid fan Man shoehorned Samus into his pattern program to come up with his own interpretation of the bounty hunter. We think it'd be awesome to see his Samus and Andre's Metroid (see right) face off against each other from facing doorways.



Rene clearly adores Bootiful wallpaper, so watch your back if you're visiting his home—or you might see Mario's enemy crawling out of the woodwork. We can only imagine what other Mario foes adorn Rene's rafters. Koopas, perhaps?



It's easier than winning a Nintendo Power T-shirt! Cankor in CroAloha cooked up his own NP tee design, and no doubt every animal in Cankor is now part of the NP zoo krew.



Most readers send us pics of their TV screens, but Andre from Andville e-mailed us his creations using a paint program on his PC. He let us know the correct paint palette: palette 16 for all three.

Send mail and photos to: Nintendo Power
The Crossing Quarterly
P.O. Box 97082
Redmond, WA 98073-9782
Send e-mail and digital photos to: crossingguardian@nintendopower.com

Special thanks to contributing readers: Wayne C. from Iowa (for Cankor in CroAloha), Sam S. from Oregon (for Man); Joshua M. from Minnesota (for Josh from Treetown); Andre (for Andre from Andville); Rene S. (for Rene); and Reba L. from Washington (for TinaSprkl from 4th4Ever, Boomtown's Blammo and Fyrekirk from Firewyrk).

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Mild Violence

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EPIC CENTER

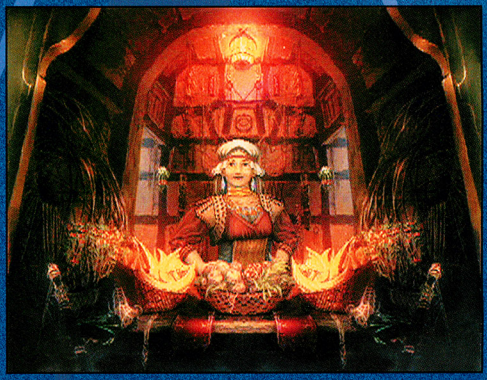
E3 ELECTRONIC ENTERTAINMENT EXPO™

You can't stop the Epic Center E³ freight train . . . it's just that powerful! The next year will bring some fantastic offerings to Nintendo GameCube and Game Boy Advance, so hold onto your hats as we present the best of E³!

EPIC NEWS

There were so many great RPG and strategy games at E³ that we barely know where to begin. But let's kick off the coverage with a game that's so drop-dead gorgeous it could make a supermodel jealous.

Sweet, sweet Baten Kaitos. It's possibly the most beautiful GCN title ever made—and considering heavy hitters like Metroid Prime and Soul Calibur II, that's no easy feat. The game takes place in a world where land is at a premium and islands are surrounded not by water, but by the sky itself. The protagonist is a young man named Kalas, but you don't control him directly. Rather, you take the role of a spirit who advises Kalas and also fights alongside him. The turn-based battle system has garnered a lot of attention for its creativity and unique style. All of your items, weapons and spells are contained on Magnus Cards. There are over 1,000 Magnus Cards in the game, and they are your key to combat. Don't panic! Baten Kaitos is not a card-battling game—it's a full-fledged RPG in which cards function as an organizational menu system (and



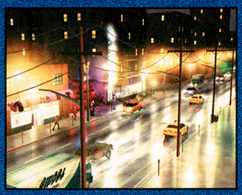
it's about as far from the complex rules of Yu-Gi-Oh! as you can get). The passage of time is another unique aspect of the game. Items will age, crack, rust and spoil as you progress through the adventure. If you get a nice loaf of bread from a baker and don't eat it in a timely manner, for example, you might find that it's covered in mold. On the plus side, rare items will become more rare as time passes and therefore increase in value. Juggling between hoarding your precious items to make them more valuable and cashing them out so you have some spare change is one of the game's most creative challenges. Of course, creativity is second nature to the development team, which includes key talent from such games as Chrono Cross, Xenogears, Star Ocean and Valkyrie Profile. Baten Kaitos is scheduled to launch in late 2004, and you can count on Epic Center for all the info. Hey, if it were up to us, we'd put it on the cover every month for the next year.

Hot off the stunning success of Mario & Luigi: Superstar Saga, a new Mario RPG generated some of the biggest buzz of the show. Paper Mario 2 is a follow-up to the N64 Paper Mario, but the GCN extravaganza features vastly improved graphics, a wonderful soundtrack, plenty of new characters and some of the funniest dialogue around. The 2-D paper aspect of the game is also more fully realized this time around. Mario can fold himself up, turn into a paper airplane and fly around, and pull off all kinds of other paper-related tricks. Perhaps the best additions, however, are to the battle system. Each fight places Mario and his sidekick on one side of a campy vaudeville stage and the enemies on the other side. Various creatures from the game will watch you fight from two rows of seats in front of the stage. If you battle well and win the audience over, you'll earn points that can be used on special moves. If you do poorly, however, the audience will become restless. They might leave, throw trash or even hop onstage and toss you off in disgust. (The number of audience members

changes over the course of the game. In the beginning you'll play to a near-empty house, but by the end it will be standing room only.) Like in the original Paper Mario, the battles have a button-tapping and timing element that keep them fresh. Mario and the gang will hit your Nintendo GameCube on October 11.

Hobbit fans the world over have been wandering around in a daze now that the *Lord of the Rings* movie trilogy has come and gone, but EA's new GCN RPG should put them back in the swing of things. Called The Lord of the Rings: The Third Age, the game is a true RPG in which you lead a party of six

characters—although only four fight at a time—and follow the trail of the Fellowship. You'll interact with characters from the movies at key points (such as fighting by Gandalf's side in the Mines of Moria, after which you'll earn the flaming sword of the Balrog), but you'll also go on quests that relate to the films only tangentially. Many missions take place in familiar locales like Helm's Deep, Pelennor Fields and Minas Tirith; others will sweep you off to completely new areas. There are also unlockable missions that let you assume the role of an evildoer. (You can even play as the Balrog!) The Third Age doesn't appear to have the hard-core RPG depth of a title like Tales of Symphonia (progress is linear and there aren't a ton of stats to manage), but it has a bounty of weapons, armor and items—plus, any chance to revisit Middle-earth sounds good to us. EA also announced a GBA version of The Lord of the Rings: The Third Age, which will share many qualities with the GCN title but have more of a strategic bent. Look for both adventures this fall.

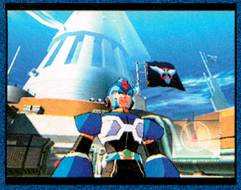


EA's other Epic announcement was for GCN and GBA additions to The Sims series, called The Urbz: Sims in the City. Moving the Sims from a suburban setting to an urban one allows them to exist in a 24/7 party environment. New locations like sushi bars, tattoo parlors and a fireworks store will give you plenty of new places to go and things to do. The gameplay is focused on your reputation. As you build your rep, you'll gain access to new parts of the city and unlock job opportunities. (And unlike in the previous Sims games, you can control your Sim at his or her workplace.) The Game Boy Advance version is more story-based but maintains many of the same gameplay functions. On the GBA, you must make your way to the top of the social ladder to foil the plans of a ruthless millionaire named Daddy BigBucks who wants to destroy your hometown of Miniopolis and build an exact replica so he can charge admission (no, we're not making that up). Strategy buffs should find a lot to enjoy in the games, which will be available before the year end.

Activision had two Epic titles at the show—The Movies and X-Men Legends—and both look very good. The Movies, the latest game from Peter Molyneux's Lionhead Studios, lets you control a Hollywood studio from 1920 all the way to 2010. When you begin, your small studio will have to survive by making pictures on the cheap, but eventually you'll gain new technology (like color, sound and those huge lapels everyone wore in the '70s) and be able to make bigger and better films. The amount of player control is unprecedented. You can be hands-on with every aspect of a production, including wardrobe, set design, casting, script-writing and more, or you can maintain a hands-off approach and farm the duties out to others. Want to make nothing but cheap westerns and schlocky horror films? You can do that. Want to spend billions on one classy motion picture that will make or break your studio? You can do that, too. It's not all fun and games, however. If one of your actors becomes a star, he will start bringing in serious cash—but he might also turn into a raging prima donna that demands a huge trailer, a private jet and catering services for his entire entourage. If you spend millions on an awesome

set the audiences will be impressed, but if you use it again and again they'll become bored and stop watching your films. You'll also gain word of mouth for being the first to reach milestones (such as the first onscreen kiss) but you must move with care. If you push the envelope too far, too fast, your audience will be turned off. The Movies can be as deep as you want it to be, and it's easily one of our most anticipated titles. Look for it in late 2004 or early 2005.

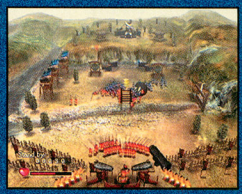
X-Men Legends was previewed at last years E³, and it's coming along nicely. The story revolves around supervillain Magneto's plans to plunge Earth into an endless winter by filling the atmosphere with space debris. (Nice guy!) His schemes also intersect with the return of a much-loved X-Men character named Magma. As the X-Men, you'll be fighting both Magneto's posse of supervillains and the hulking government Sentinels. You control a team of four X-Men chosen from a group of 15 that include Colossus, Wolverine, Storm, Jean Gray, Nightcrawler, Iceman, Gambit and Cyclops. When a mission starts you'll choose the four you want, and you can switch them in and out of the party at certain points in the level. The game is action oriented, but has a true RPG structure. As your characters defeat enemies and complete missions, they'll gain experience points that you can distribute however you like. Cyclops's eye laser, for example, is strong enough to do moderate damage initially, but if you keep pumping points into it you'll be able to blast your way through walls, fry enemies in a single shot and so on. You can have some real fun with the point distribution. Colossus, for example, has always been one of strongest and slowest X-Men, but if you want to pour all of his experience into the Speed stat and make him really fast, you can. New active skills and talents will unlock as you play through the game, and you'll also utilize passive skills (such as Leadership) and extreme versions of your active skills. And there's more good news: the game features co-op multiplayer! X-Men Legends is a great twist on the dungeon-hack genre that should go over big when it hits the GCN in late 2004 or early 2005.



Resident Evil 4 received the bulk of attention at the Capcom booth (and we can't really blame the show-goers for that), but the company had many other titles on display. Chief among them was an RPG starring a familiar character: **Mega Man X Command Mission**. The story follows Mega Man's quest to infiltrate Giga City Island and take down the evil Liberion Army. Destroying an entire army is a daunting task, so naturally the Blue Bomber has brought along some friends. Previous Mega Man companions Axl and Zero are joined by four new players: Cinnamon, Marino, Masimo and Spider. The battle system is a combination of turn-based and real-time, with commands being issued through button combos as opposed to menu options. There's a heavy focus on finishing moves and linked combo attacks, which gives you a variety of ways to pummel your foes. In a cool twist, you'll do most of your upgrading by collecting an item called Force Metal. The material can improve weapons, abilities or attack moves as you see fit, allowing for a good deal of customization. Mega Man X Command Mission is the first RPG set in the Mega Man X universe, and it shows a lot of promise. You won't have to wait long—it's due out in the summer.

Last year North American gamers got their first taste of **Fire Emblem**...and they liked it! Nintendo has announced a GCN addition to the series but they didn't show it. (That won't stop us from poaching screenshots and showing them to you, however!) The title revolves around a whole new batch of characters (although some old favorites might sneak into the mix) and features the same blend of strategy and role-playing that made the GBA version such a hit. The game looks great, especially the fully animated hand-to-hand battle sequences. Since the game's release has yet to be determined, news might be scarce for a while. Naturally, Epic Center will let you in on every tidbit of tasty information as it's revealed.

Every now and then a game defies convention, and Nintendo had a shining example at E³—**Odama**. At first, the Epic editors were wondering if it belonged in our section, but after playing it we decided that...well, we're still not sure. There is a serious strategic element to the title, and the sheer weirdness of it appeals to the Epic sensibilities. Basically, Odama is a pinball game that takes place in feudal Japan. You control an army that launches a huge cannon ball (called the Odama) at opposing forces. As it rolls around the field it smashes anything that gets in the way—buildings, dams, horses and enemy units included. While you're bashing the opposing army with your mighty Odama, your own troops are making their way up the screen and engaging them in hand-to-hand combat. You need to manage your resources, direct your units and keep the Odama in play all at the same time. It's the first wartime-simulation-strategy-pinball game we've ever encountered, and it's pretty fun in its own odd way. The title is from the man who created Seaman for the Sega Dreamcast (a bizarre title in which you taught a sarcastic fishman how to talk), so it comes with instant cult-status credibility. There is no release date set yet, but we'll keep an eye out.



Square Enix and Nintendo announced GBA remakes of NES megahits **Final Fantasy I & II**. Both games will be included on a single Game Pak and feature updated graphics and new areas to explore. The old favorites had a pretty low profile at the show, but things are sure to heat up in the coming months. If Final Fantasy I & II didn't get the love they deserved, it's probably because people were too busy drooling over **Kingdom Hearts: Chain of Memories**. It's one of the most anticipated GBA titles of the year, and we've got all the details in our E³ blowout article. In case you don't feel like flipping through pages, here are a couple of screenshots to tide you over.

There was so much going on at E³ that we can't possibly cover it all. Sega made a mysterious announcement about a game called **Phantasy Star Universe**. Bandai teased us with three titles of interest: **Gundam Seed: Battle Assault** and **SD Gundam Force** for the GBA, plus **Digimon World 4** for the GCN. Orbital Media has a new turn-based strategy game for GBA called **Pirate Battle**. What a show!

DRAGON BALL Z® SUPERSONIC WARRIORS™

TUSSLE IN THE CLOUDS

The latest Dragon Ball Z brawler, featuring 15 characters from the popular anime series, soars to new heights on GBA with free-flight combat. Now fighters can deliver punishing long-range attacks from the air or on the ground. Atari has improved significantly upon previous DBZ fighters, offering familiar storylines, alternate endings and intense action.

ESRB TEEN T Cartoon Violence

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PICK A FIGHT

• Story Mode

Each of the 15 well-known characters can battle through a unique storyline, entering an assortment of single and tag-team matches along the way. In addition, there are three special sagas to enjoy: Namek, Android and Majin. Some stories must be unlocked in the shop.

• Z-Battle Mode

Choose your favorite character or team of characters and battle eight random opponents in a variety of arenas. By performing well in Z-Battle mode, you'll increase your ranking and accumulate points to spend in the shop.

• Challenge Mode

Work your way up the ladder by facing eight different teams. Your progress is saved after each match, and you can earn more points by refighting teams you've already conquered. Defeating tough teams garners lots of spending points.

• Free Battle Mode

Select any fighters, regardless of rankings, and duke it out against opponents of your choice. You won't earn any points in this mode.

• Training Mode

Hone your skills by working through the hearty tutorial and fighting practice matches against stationary or CPU-controlled opponents.

• Link Vs. Mode

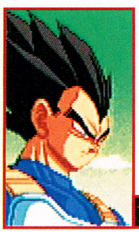
Ready to show off your fighting abilities against your friends? Link two GBAs and prove your dominance on the battlefield.

• Option Mode

Option mode lets you change the difficulty setting, purchase items for each character and check out the top-ranked fighters.

THE WAYS OF A WARRIOR

As fans of the series know, DBZ characters are diverse. So it's no surprise that each brawler has a unique fighting style. Some are quick and accurate while others are bulky and powerful. You'll need to test them all to discover which character best suits your technique. You can improve your favorite fighter's abilities by purchasing upgrades in the shop.

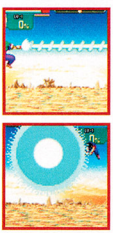


The Next Level

Each fighter can achieve three skill levels. To use a higher-level character, you must unlock the level in the shop. As characters of any level build up their energy meter, they gain speed and strength, and some will acquire special moves.

Power Shot

Much of the game's strategy revolves around Power Shots. Hold R and tap B to shoot small, rapid-fire Power Shots. To release a long-range Power Shot, hold R and press A. You can also use Power Shots to block opponents' attacks. Range and effectiveness depend on each fighter's abilities.

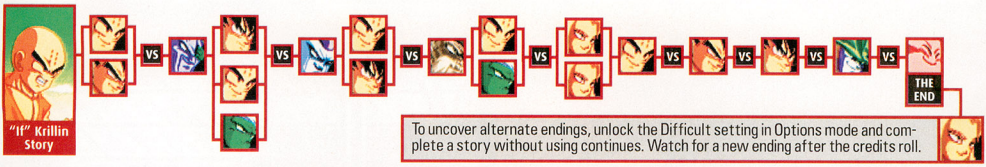


Certain Kills

If your fighter has enough energy (at least 50 percent), you can unleash a devastating Certain Kill by pressing R, A and B. With 100 percent energy, level-three fighters can pull off special moves. The maneuver your character performs depends on his position onscreen. Certain Kills are powerful, but they leave you vulnerable to attack.

WHAT IF YOU HAD TO SAVE THE WORLD?

Ever wondered what would happen to the DBZ universe if certain characters clashed? Story mode offers the chance to answer all your "what if?" questions. Each character's IF story follows a unique path. Below is the path of Krillin's story.

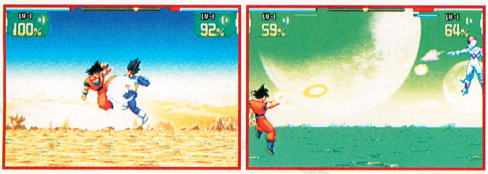


To uncover alternate endings, unlock the Difficult setting in Options mode and complete a story without using continues. Watch for a new ending after the credits roll.

BATTLEFIELD STRATEGY

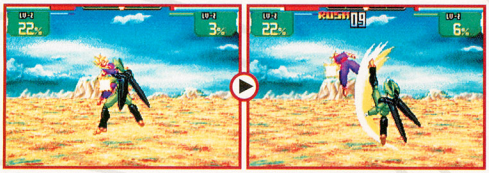
In addition to the Power Shot and Certain Kill techniques discussed on the previous page, there are several techniques that can be helpful during battle. As a rule, keep your distance from stronger opponents and use long-range attacks.

Be a Shot-Blocker

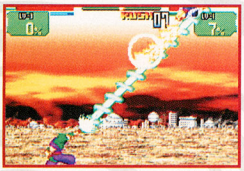


You can block any attack by holding the A or B Button, but your Battle Gauge will decrease rapidly. If it's depleted completely, you'll be defenseless. Use Power Shots to block oncoming shots. Strong Power Shots are capable of stopping multiple attacks.

Now You See Me, Now You Don't

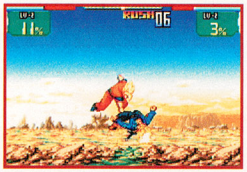


Baffle your enemy with a little hocus-pocus by using the L Button to vanish and reappear in a new location. Press a direction on the Control Pad to determine where you'll resurface. In tag-team matches, L also lets you swap characters. Teammates will appear in the order you selected them before the fight.



Combo Clobber

Inflict serious damage by stringing together a variety of attacks. Start with a combination of punches and kicks, and follow up with an array of small Power Shots. When your energy reaches 50 percent, complete your combo with a strong Power Shot.



Guard Crash

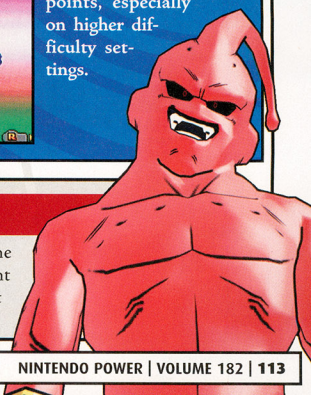
The more combos you land, the lower your opponent's Battle Gauge will drop. When an enemy's gauge is empty, he'll experience a Guard Crash and become defenseless for several seconds. Take advantage by unleashing a flurry of attacks.

PILE UP THE POINTS

The best way to gather points is to unlock the Difficult setting and complete the eight matches in Challenge mode. After you've completed the matches, you can replay any of them at will. Return to the final match against the three Saiyans as many times as your fingers can handle. You'll earn 600 points for each victory.

LET'S GO SHOPPING

The shop stocks endless goodies, including new characters, fighter upgrades, extra stories and art galleries from the TV series. But you'll need points before you can go on a shopping spree. Z-Battle and Challenge modes offer quick opportunities to earn points, especially on higher difficulty settings.

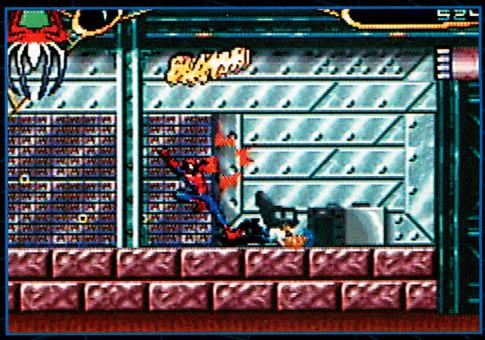


DBZ LIKE NEVER BEFORE

DBZ fans have been waiting for the intense action of the anime series to be replicated in the video game world, and Supersonic Warriors does the best job yet. With a plethora of prominent characters and plotlines along with nonstop fighting mayhem, Supersonic Warriors is a treat for GBA owners.

YOUR SPIDEY SENSE WILL TINGLE FOR THIS INTENSE, MOVIE-BASED SEQUEL FROM ACTIVISION!

SPIDER-MAN 2



EVERYONE

E

CONTENT RATED BY ESRB

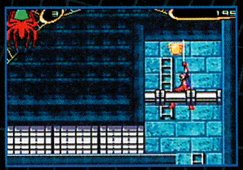
Violence

Spider-Man and all related Marvel Characters, TM & © 2004 Marvel Characters, Inc. Spider-Man 2, the movie, © 2004 Columbia Pictures Industries, Inc. All Rights Reserved. Game code © 2004 Activision, Inc. and its affiliates.

Spider Bites

Dr. Octavius's most recent experiment has gone horribly wrong, and he thinks Spider-Man is behind it all. Web-sling your way through the streets of New York City to foil his devious plans for revenge. Clash with hoodlums, rescue hostages and deliver fresh-from-the-oven pizzas along the way.

ARE YOU EXPERIENCED?

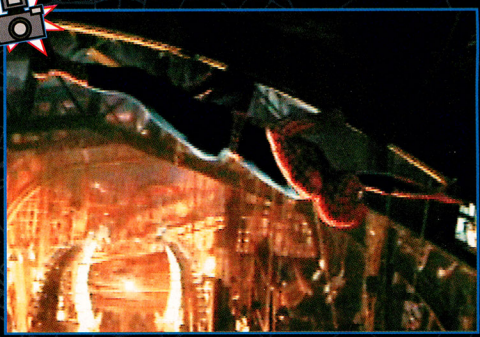


Collect spider tokens throughout the stages to gain experience points. At the end of each level you can spend the points on new moves and improved abilities. If you are defeated and have to replay a level, the token locations reset but your experience doesn't, so remember to collect all the tokens again; you'll be able to buy powerful upgrades in no time.

UPGRADE CHART

CHAIN COMBO 1	100	SPIN KICK	350
CHAIN COMBO 2	150	SPLIT KICK	350
IMPROVED WEB SHOT	200	WEB WHIP	300
WEB NET	400	WEB THROW	300
UPPER CUT	250	DOUBLE WEB THROW	450
FLIP KICK	250	INCREASED HEALTH	1,000
FASTER MOVEMENT	200	INCREASED WEB FLUID	800
LEAP PUNCH	300	IMPROVED JUMP	300
ROLL SWEEP	350	IMPROVED DAMAGE	1,000

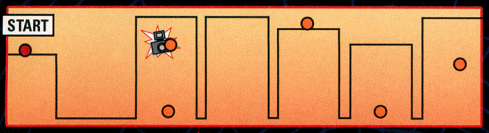
SMILE FOR THE CAMERA



At a point during each mission, a camera icon will appear at the bottom of the screen, prompting you to take a picture by hitting the Select Button. Each photo you take will unlock a still from the upcoming *Spider-Man 2* movie. Return to the Main Menu and select Secrets to check them out.

Level 1: Pizza Dash

MISSION OBJECTIVE: HELP SPIDEY DELIVER ALL THE PIZZAS TO THE CUSTOMERS WITHIN THE TIME LIMIT.



Pizzas Customer Photo Op

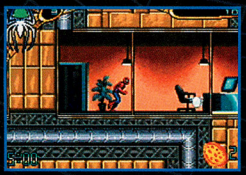
SAY CHEESE

Deliver the first pizza to a man on the top floor of the building to the right of the pizza guy. Swing over and break through his apartment window to get him the goods. When the camera icon appears at the bottom of the screen, tap the Select Button to take a picture and unlock the first movie still.

GET 'EM WHILE THEY'RE HOT

Head to the bottom floor of the same building to deliver the next pizza, then seek out a woman on the roof of the next building. The fourth pizza goes to a man three buildings over from the pizza guy, on the first floor.

SPECIAL DELIVERY



The level ends as soon as you drop off the last pizza, so be sure to collect as many experience-giving spider tokens as possible before you make the final run. Some rooms that contain tokens are accessible only by climbing through air ducts—explore every passage.

LAST CALL

The last delivery is the most difficult. Head to the far-right building and enter the ducts either above or below the waiting family. Break the duct-vent cover to slip in to the family's apartment and deliver the hot pie.

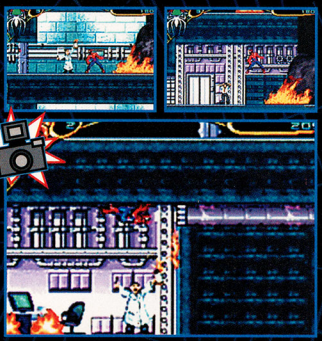
UPGRADE OPPORTUNITY

THE NEXT LEVEL IS A RACE BETWEEN YOU AND A RAGING FIRE. IF YOU HAVE ENOUGH EXPERIENCE POINTS, PURCHASE THE FASTER MOVEMENT UPGRADE TO HELP YOU ALONG.

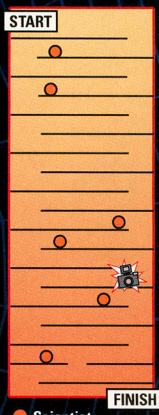
Level 2: Burning Lab

MISSION OBJECTIVE: RESCUE ALL THE TRAPPED SCIENTISTS IN THE BURNING BUILDING BEFORE IT'S TOO LATE.

LAB SPECIMEN



A wall of fire will follow you through each floor of the building. Grapple along the walls and ceiling to avoid hot spots. Pick up as many tokens as you can as you make your way through.



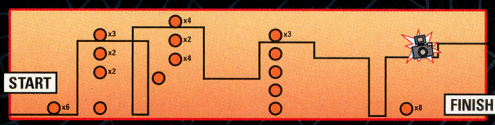
Scientist Photo Op

UPGRADE OPPORTUNITY

YOU'LL GO HAND-TO-HAND WITH STREET THUGS ON LEVEL 3. THE CHAIN COMBOS ARE EFFECTIVE FOR TAKING OUT MULTIPLE ENEMIES AT ONCE.

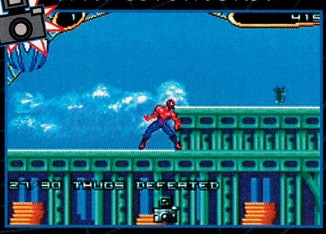
Level 3: Downtown Riot

MISSION OBJECTIVE: STOP ALL THE LOOTERS DOWNTOWN.



Looters and Thugs Photo Op

UNDER CONSTRUCTION



Although you are required to defeat only 30 thugs, it's best to beat up as many as you can—you'll earn 10 experience points for every bad guy you knock out. Traverse the rooftops to the far-right end of the level to discover the photo-opportunity location.

UPGRADE OPPORTUNITY

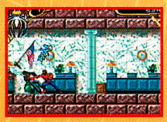
GET READY FOR HEAVY COMBAT IN THE PRISON BY PURCHASING THE WEB NET, WHICH WILL TIE UP AN ENEMY TEMPORARILY.

3-D Bonus World

After every three regular levels, you'll be rewarded with a chance to explore the city in 3-D. Collect red tokens to earn experience. Yellow dots on the radar lead you to side mission locations; the missions allow you to earn extra experience as well. When you're ready to continue to the next level, head toward the green dot on the radar.

SM 01: Mugging 1

MISSION OBJECTIVE: STOP THE MUGGER BEFORE HE ESCAPES.

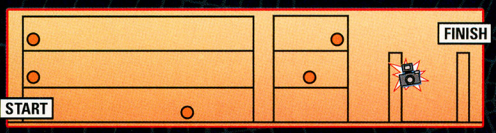


SM 02: Bank Robbery

MISSION OBJECTIVE: DEFEAT ALL THE BANK ROBBERS. TRY TO AVOID THE FANS.

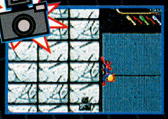
Level 4: Prison Riot

MISSION OBJECTIVE: RESTORE JUSTICE TO THE PRISON BY STOPPING RHINO AND HIS HENCHMEN.



● Prison Guard with Key ✸ Photo Op

BUSTIN' OUT



You will have to find and rescue five jailhouse guards and collect their keys to exit into the prison courtyard. Once you're there, climb up the wall on the left side to reach a spider token and the next photo opportunity.

UPGRADE OPPORTUNITY

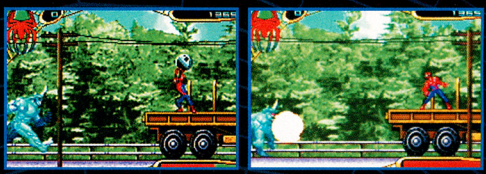
IF YOU HAVEN'T ALREADY PURCHASED THE FASTER MOVEMENT UPGRADE, DO SO BEFORE CHASING DOWN RHINO.

Level 5: Rhino Chase

MISSION OBJECTIVE: STOP RHINO FROM ESCAPING.

BARRELING DOWN THE HIGHWAY

Your Spider-Sense will warn you when a vehicle approaches. Either jump out of the way or pull yourself to the ceiling to avoid traffic. Leap and swing from overpasses to stay high above the road.



As a flatbed truck that's carrying barrels rolls by, hop on. When an arrow appears above the drums, press the B Button to toss them back at Rhino. Wait until the truck speeds away before you swing to safety.

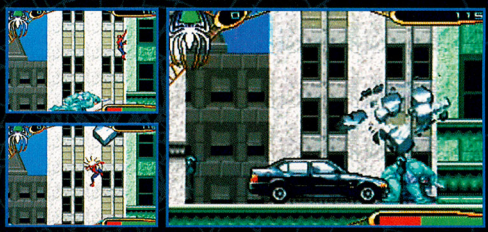
UPGRADE OPPORTUNITY

YOU DON'T ACTUALLY HAVE TO FIGHT RHINO IN THE NEXT LEVEL, SO HOLD OFF ON UPGRADING. SAVE YOUR POINTS FOR A MORE COSTLY IMPROVEMENT, LIKE INCREASED HEALTH.

Level 6: Battle Rhino

MISSION OBJECTIVE: RESCUE ALL THE TRAPPED PEOPLE IN THE BURNING BUILDING BEFORE IT'S TOO LATE.

USE HIS STRENGTH AGAINST HIM



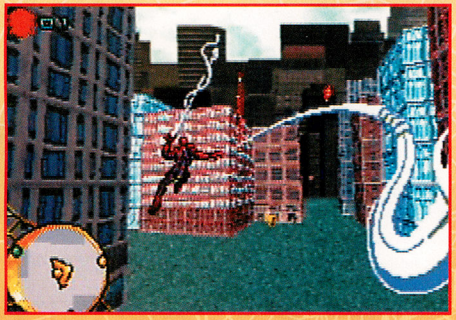
Apparently, throwing barrels at Rhino has just made him madder. None of your conventional attacks work against him. Climb up one of the buildings on the edge of the stage. He will charge the wall and dislodge a giant rock from up high—wait high enough to avoid his attack. When he slams into the wall, quickly jump off and watch the rock crash onto Rhino's head.

UPGRADE OPPORTUNITY

YOU WON'T RECEIVE VERY MANY EXPERIENCE POINTS FOR DEFEATING RHINO, SO YOU WILL PROBABLY NEED TO WAIT ONE MORE LEVEL TO PURCHASE A WORTHY UPGRADE.

3-D Bonus World

Be sure to play all of the side missions to earn as many experience points as possible. You should soon be able to afford even the most expensive upgrades.



SM 03: Gang War

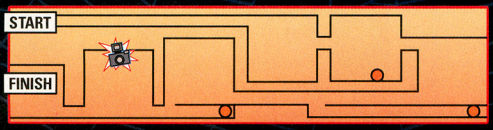
MISSION OBJECTIVE: STOP ALL THE GANG MEMBERS.

SM 04: Trapped Child

MISSION OBJECTIVE: LOCATE THE LOST CHILD.

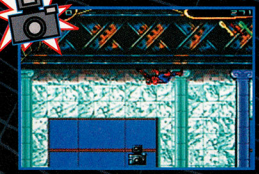
Level 7: Bank Robbery

MISSION OBJECTIVE: SNEAK INTO THE BANK AND DEFEAT THE ROBBERS BEFORE ANY HOSTAGES ARE HURT.



Key Photo Op

DANCIN' ON THE CEILING



After breaking through the passage that's blocked by red crates, use your web line to swing to the top of the next room and snap a photo. Stay on the ceiling to get past the column of fans, then drop and make your way toward the vault. When you reach the safe, punch and kick the wires that are raising it to drop it to safety.

UPGRADE OPPORTUNITY

TO AVOID THE DOWNTOWN TRAFFIC, CONSIDER OBTAINING THE IMPROVED JUMP UPGRADE BEFORE STARTING THE NEXT LEVEL.

Level 8: Times Square

MISSION OBJECTIVE: QUICK! YOU'RE LATE TO MARY J'S PLAY! GET TO THE THEATRE BEFORE THE PLAY ENDS!

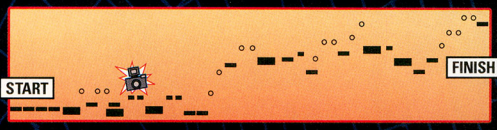
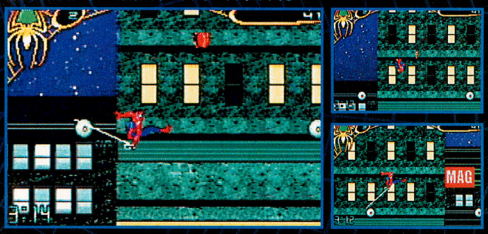


Photo Op

SWINGING ABOVE THE TRAFFIC



Get above street level as soon as possible by slinging your web onto a billboard. Swing from knob to knob to stay above the traffic. If you do fall, your Spider-Sense will alert you to oncoming vehicles.

GET FOCUSED

As you leap from billboard to billboard, keep an eye out for a bright-yellow sign that says "Finnegan." Shortly past the sign, the camera icon will appear. In your rush to take the picture, be careful not to miss the moving platform after the yellow sign, or you'll plummet to the street.

REACH FOR THE SKY

The end of the level is to the right, but you can't just enter through the front door. Climb up the last building to finish the mission.

UPGRADE OPPORTUNITY

IN THE LEAD-UP TO THE MORE-DIFFICULT LEVELS, BUY ALL OF THE HAND-TO-HAND ATTACK UPGRADES FIRST. THEY ARE MOST VALUABLE BECAUSE THEY DON'T REQUIRE WEB-FLUID.

To Be Continued

The life of a superhero is never easy. Continue to collect upgrades during your travails. You'll need to use all of your Spidey skills to defeat the game's twisted bosses as you battle through the streets of New York on your way to crushing Doc Ock's diabolical plans for revenge and domination.

GET YOUR HANDS ON THE HOTTEST NEW CARD-DUELING GAME FROM JAPAN.

DUEL MASTERS™ SEMPAI LEGENDS™

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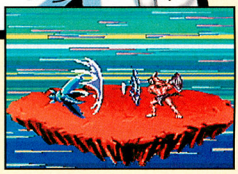
EVERYONE E — Fantasy Violence

CARD-GAMING REVOLUTION

Duel Masters is unique among card games—Atari's fast-paced GBA game is easier to pick up and learn than other card systems. The strategy focuses on using creatures to destroy your opponent's five card shields. Track down a card thief and become a Kaijudo Master in the story mode, or practice your skills and fine-tune your deck with single- and multiplayer trading and dueling.



THE CIVILIZATIONS

Duel Master cards are organized into five civilizations that have inherent strengths and weaknesses. The civilizations' namesake elements don't play a role; for instance, Fire beasts are not any weaker to Water creatures than they are to other civilizations'.

Complementary Civilizations

When you begin the game, you'll choose a deck based on descriptions of each civilization. When you add another civilization to your deck later, balance your offense and defense. For instance, pairing Fire and Light produces a deck with strong speed, attack and defense. Select only two or three civilizations for your deck—more than that is tough to manage.

Nature

Nature is a powerful civilization with many Mana-boosting spells. It pairs well with Fire or Darkness.

Light

Light is high in defense and strength; it boasts strong Blockers and spells, and average attackers.

Darkness

Darkness is packed with Slayers and discard abilities. Pair it with Fire or Nature for devastating results.

Fire

Fire creatures are swift and powerful but can't block. Nature and Light are great matches for Fire.

Water

Water has many Blockers and Unblockable beasts. Water complements all civilizations well.

DECK MANAGEMENT

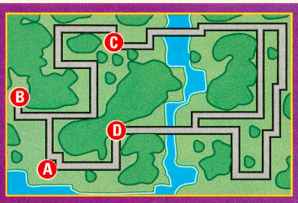
As you win duels, you'll gain booster packs that contain five random cards. From the Deck Management screen, you can add and remove cards and view each card's info. Build your 40-card deck from complementary civilizations that fit your play style.

Start Small, Play Big

When you start out, fill at least half of your deck with creatures that cost one to three Mana to summon—they will grant you quick defense and offense at the beginning of a duel. Toss in a few higher-level creatures and spells to round out your deck.

BECOME THE NEXT KAIJUDO MASTER!

A shady thief has stolen your family's heirloom—a rare and powerful Duel Masters card. Your adventure begins in Mapleton; participate in each city's tournament to win special medals and progress to new areas. Track the thief as you battle duelists from town to town. The map to the right displays the first four towns you can visit.



A MAPLETON
B CLEARWATER
C GREENWOOD
D BRIAR HILLS

Roadside Duelist Battles

When you travel between towns, you'll encounter traveling duelists who are looking for an opponent. Battling duelists on the world map is a great way to build your reputation (experience) and earn booster packs.

Gain Access to the Duel Room

After you retrieve your stolen card in story mode, you'll unlock the Duel Room (on the title screen). There you can duel against opponents of varying difficulty—and you have access to all 180 cards in the game! Try out the predesigned decks or create your own.

LET'S DUEL!

All duels begin with a coin toss; the winner chooses whether he or she wants to play first or second. Playing first enables you to place creatures or shields quickly and gain a head start on your Mana Pool. Going second, on the other hand, allows you to see your oponent's opening strategy and draw one extra card. After the coin toss, each turn flows in the order shown below.

Start Your Turn
Draw five cards from your deck to act as shields. When your foe breaks one of your shields, the card will return to your hand.

Draw a Card
You'll draw one card from your deck at the beginning of each turn. Check the drawn card's stats and plan your strategy.

Add Mana
Examine your hand and decide which card you're willing to sacrifice for Mana—balance your civilizations' Mana early on.

Summon and Cast
Use Mana to summon creatures or cast spells. Summoned creatures can't attack for one turn (because of Summoning Sickness).

Attack
Attack your opponent's shields or creatures. If you've destroyed all of the shields, hit your adversary once to win the duel.

OFFENSIVE STRATEGIES

A strong offense can turn the tide in a tough duel. Your offensive tactics will differ slightly depending on which civilizations you choose for your deck. All civilizations contain creatures that possess the four offensive abilities listed below.

Double Breakers
Double Breakers are creatures that can destroy two shields per turn. The beasts are often expensive to summon, but they're well worth it.

Slayers
Slayers are very useful for taking out strong beasts—they instantly slay any creature that attacks (and sometimes those that block).

Unblockables
Unblockable creatures can penetrate an opponent's defenses quickly by attacking any shield directly, including one that is guarded.

Action Effects
Some creatures possess special effects that are triggered when the creature is summoned or defeated, or when it attacks.

Attack Tapped Foes

After a creature attacks, its Power number (below the beast in the battle zone) will turn gray to indicate that its power has been tapped. Usually duelists can attack only tapped creatures. Wait for your opponent to attack or block, then destroy his or her tapped creatures.

Unblockable Strikes

An assault of Unblockable creatures can break even the strongest defense. Add a handful of Unblockable beasts to your deck—paired with a few Double Breakers and a balance of high- and low-level attackers, they'll make your offense unstoppable.

DUELING DEFENSE

A solid defense lays the foundation for a strong offense; defense, therefore, is arguably more vital to your success than offense is. If used properly, the four card types below can hinder any attack.

Shield Triggers
Shield Triggers are special spell cards that a duelist can activate when his or her shields are destroyed. The triggers unleash a variety of effects.

Blockers
Even the weakest foes can take out your shields. Protect your shields with Blockers at all times—they're integral to a good defense.

Range
Some beasts possess extended or restricted range that affects their attack. For instance, some range creatures can't attack players.

Spells
Spells vary greatly from one civilization to the next. Their effects include forcing your opponent to discard, and allowing you to draw more cards.

Sneak a Peek

When an opponent summons a creature you aren't familiar with, take time to study it. Look for any special abilities and note whether it's an offensive or defensive creature, and any special range abilities it may have.

Stop 'Em with Blockers

Summon Blockers early in a duel—they'll save your shields from any quick, low-level foes. Watch out for Blockers marked with the action-effect symbol—when defeated, such Blockers can take out the creature that did them in.

THE HUNT FOR RARE CREATURES

In the story mode each town has a Trading Center. You can arrange a card trade with the merchant there or duel for rare cards by selecting Special from the Trade Center menu. You can also link up with a friend to trade or duel.

The Bigger the Risk, the Greater the Reward

When you and a friend link your Duel Masters: Sempai Legends Game Paks with a GBA Game Link cable, you can duel for prizes or just for fun. If you duel for prizes, both players must select one card as an ante for the duel—the duel victor wins both ante cards.

RISE OF A MASTER

Duel Masters: Sempai Legends takes card gaming to a new extreme—grab your GBA and join in on the phenomenon that's taken Japan by storm. Choose between two difficulty settings and from five civilizations, and explore infinite deck-combination possibilities. When you purchase a copy of the game, you'll also score five limited-edition Duel Masters cards. Collect them and trade with your friends! The power is in the cards, and *you* are the master.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES AUGUST 2004

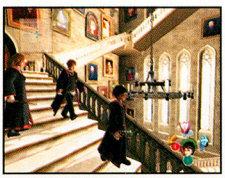
EXCELLENT GREAT GOOD SO-SO POOR

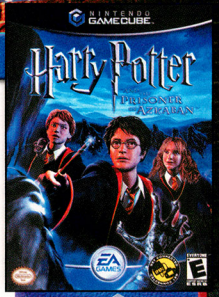
HARRY POTTER AND THE PRISONER OF AZKABAN

Teen wizards team up for a darker and more demented Potter adventure.

Sirius Black is loose and the Dementors are on patrol in Harry Potter's third GCN adventure—it's a moodier game than the previous two, but not a huge gameplay departure. Beginning with a bang, Azkaban has Harry tackling an enchanted book, dueling Draco Malfoy and coming face-to-face with a Dementor, all on the train ride to Hogwarts. The action continues at a steady pace through the school's halls and catacombs as the now-teenage Harry, Ron and Hermione search for spells and clues on their way to learning the truth about Sirius and the new Defense Against the Dark Arts professor, Remus Lupin. The game's major addition is the ability to switch control between the three sorcery students to use their individual abilities (Ron finds secret passages, for example, and Hermione is a superior spell-caster) in solving puzzles. Although many of the puzzles have a familiar feel—derivative of some you've seen in The Legend of Zelda games—they are well-executed with intuitive play control and excellent camera work.

In addition to Collector's Cards and Bertie Bott's beans, the trio collects Challenge Shields to cash in for house points, and pages of the *Folio Bruti*, a tome that unveils important secrets about the story. Three minigames and connectivity with the new Potter GBA RPG add an extra dimension to the adventure.





- EA
- 1 player
- GBA connectivity

COMMENTS: **Jessica**—EA has done a fantastic job of adding features that enhance the gameplay beyond past Harry Potter games. I especially enjoy the three-character aspect, and the music is absolutely gorgeous. This game is a must-have for Potter fans. **Steven**—EA could have phoned in Harry's latest game and won the Potter dollar, but it went the extra mile to incorporate sidekick play, an authentic step since comaraderie is such a major part of the series.

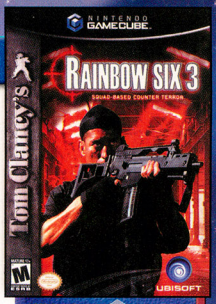
ALAN	
CHRIS	
GEORGE	
JESSICA	
STEVEN	

EVERYONE E — Fantasy Violence

CONTENT RATED BY ESRB

TOM CLANCY'S RAINBOW SIX 3

Squad combat on an international stage—Team Rainbow rocks the GCN.



The biggest name in special-forces simulation makes its GCN debut with 15 detailed missions, intuitive play control and a story of worldwide terrorism. As the leader of United Nations task force Rainbow, you must lead your squad to victory over terrorist cells throughout Europe and South America, drawing on 30 types of weapons. As you navigate open streets where snipers wait at windows, and unlit corridors where villains pop out from behind boxes and barrels, you'll have to make split-second decisions; your mission success hangs in the balance. The good news is that if you don't succeed the first time (and you won't, unless you actually are a member of an elite antiterrorist unit), you'll be able to start again with your team intact at a nearby checkpoint.

The teammate-instruction interface is the best yet for a GCN squad-based game. It allows you to jump right into the action and stay immersed while you give your teammates quick commands to blow open entrances, take out enemies and follow you into the darkness. The only drawback is that you can't issue instructions to individual members.

Although many enemies are sitting ducks, others act intelligently and cause your team loads of trouble. The challenge level is high, and the realism is unparalleled. Prepare for an intense thriller.

COMMENTS: **Alan**—A slow, uninteresting first-person shooter with long load times, poor AI and a love of doors that borders on obsessive. This game should actually be called Door Opening Simulator 4000. **George**—A very challenging play indeed. I've gone through the same areas several times before clearing them successfully. If you're in the mood for a tense, unforgiving thriller, you should give Rainbow Six 3 a spin.

- Ubisoft 17
- 1 to 2 players simultaneously
- 15 levels

ALAN ★★★½
CHRIS ★★½
GEORGE ★★★½
SCOTT ★★★★
STEVE ★★½

MATURE 17+
M
Violence
CONTENT RATED BY ESRB

MARIO GOLF: ADVANCE TOUR

Nice on! Camelot and Nintendo score with another winning sports sim.

Few character-based sports titles have achieved the depth, playability and popularity of the Camelot-developed, Nintendo-published Mario Golf and Mario Tennis franchises. Mario Golf's GBA debut, Advance Tour, blends RPG elements from its GBC installment with the improved play control and course variety of last summer's Toadstool Tour for the GCN. Story mode has you developing a boy or girl novice into a tour pro by winning tournaments and side challenges, earning experience points and building up player attributes. If your aim is true and your swings are strong, you'll earn the right to take on the heroes of the Mushroom Kingdom (including champ Mario) in the Mushroom Tourney.

In exhibition single-player games and multiplayer matches, you can select from Story-mode characters and unlocked Mushroom Kingdom duffers. Play modes range from standard golf styles such as stroke play and match play to creative variations such as Club Slots, in which a slot machine determines which clubs you will carry, and Go-Go Gates, which challenges you to direct the ball through target portals.

The crisp graphics show off 10 beautiful courses and lots of great character animation. Swing control lets you switch between automatic and skill shots to give you control over the ball's spin. All in all, Advance Tour is the most fully realized golfing game yet on the GBA.

COMMENTS: **Alan**—It's Golden Sun with golf! I know that sounds odd, but the games have similar text bubbles, character designs and senses of humor. It's also a ton of fun. **Scott**—Great golf mechanics and an amazing variety of courses and challenges. Character-building elements aren't critical for your main character, but they are important for improving your doubles partner.

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

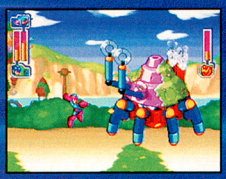
ALAN ★★★★½
GEORGE ★★★★½
JESSICA ★★★★★
SCOTT ★★★★
STEVE ★★★★

EVERYONE
E
CONTENT RATED BY ESRB

MEGA MAN ANNIVERSARY COLLECTION

- Capcom
- 1 to 2 players simultaneously

EVERYONE — Cartoon Violence



Few games made a bigger splash in the early days of the NES than the original Mega Man. By combining strong platform gameplay and lightning-fast blaster-based combat, the title attracted a lot of attention. To celebrate the game's 15th anniversary, Capcom's collection includes Mega Man through Mega Man 8, plus two arcade games that are being released in North America for the first time and tons of unlockable extras—a retro gamer's dream.

ALAN 4.5 · CHRIS 4.5 · GEORGE 4 · SCOTT 4 · STEVE 4.5

PUYO POP FEVER

- Sega
- 1 to 2 players simultaneously

EVERYONE — Mild Language

Since Tetris arrived on the scene, dozens of puzzle games have followed its falling-and-matching-puzzle-pieces formula. Puyo Pop Fever breaks from the pack with its zany humor and strong interaction between participants, building up to the make-it-or-break-it Fever mode. The 16 computer-controlled opponents deliver endearing but repetitive quips while using a wide variety of techniques to keep you on your toes.

CHRIS 3 · GEORGE 4 · JESSICA 4 · SCOTT 3 · STEVE 4.5

RIBBIT KING

- Bandai
- 1 to 4 players simultaneously
- 2 discs

EVERYONE — Cartoon Violence

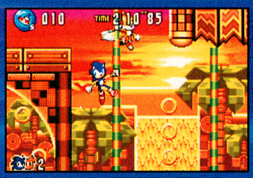
Alien Scooter sets out to save his home world with Pickwick, his picnic-basket pal, by entering a five-planet sporting tournament in Bandai's seriously silly take on golf—called Frolf. You've score on your ability to steer an object (a frog) into a series of targets before you reach the hole. Bonus items and several types of frogs give you additional aiming control. A bonus disc contains 28 unlockable movies that reveal Scooter's interplanetary adventures.

ALAN 4 · CHRIS 4.5 · GEORGE 4.5 · JESSICA 4.5 · SCOTT 4.5

SONIC ADVANCE 3

- THQ/128 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE



Super hedgehog Sonic is up to his speedy tricks in his third frenetic, kinetic GBA side-scroller. Join Sonic, Tails, Cream, Knuckles and Amy in two-hero teams that combine their members' powers. As you explore the seven extensive worlds, you'll find hidden Chaos that you can maintain in the Chao Garden. The main game accommodates two players, while Sonic Battle mode is built for up to four.

ALAN 3 · GEORGE 4 · JESSICA 4.5 · STEVE 4.5 · STEVEN 4.5

DRAGON BALL Z: SUPERSONIC WARRIORS

- Atari/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN — Cartoon Violence

Beyond the intricate DBZ storyline and plot twists, beyond the ultra serious dialogue and dramatic posturing, Supersonic Warriors stands alone as a strong 2-D one-on-one fighter that even casual fighting fans will get a kick out of. In place of the finger-mangling combos that consume some hard-core fighters, the game presents a handful of easy-to-execute special moves, excellent control and tons of play modes.

CHRIS 4 · GEORGE 4 · JESSICA 3 · SCOTT 3 · STEVE 2

SPIDER-MAN 2

- Activision/128 Megabits
- 1 player

EVERYONE — Violence

Swinging across rooftops, Spidey takes to the big city at the outset of his movie-based adventure and uses his super powers to deliver pizzas. The task may be mundane, but the gameplay is solid for the most part. Eventually, the battle against Doc Ock takes center stage. Wall crawling is tons of fun, but it's difficult to let go of the wall. Spidey fans will look past the minor weak points and enjoy the superhero action.

ALAN 3.5 · CHRIS 4 · GEORGE 3.5 · SCOTT 3.5 · STEVE 3

DUEL MASTERS: SEMPAI LEGENDS

- Atari/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Fantasy Violence

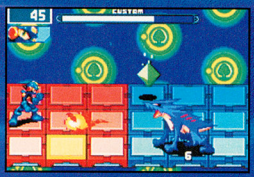
The latest trading-card hit from Wizards of the Coast gets timely GBA treatment with a title that faithfully reproduces the card game's intense turn-based battles. A welcome tutorial teaches the basics, and a gradual ramping up of difficulty guarantees that you'll have a chance to develop your skills before you take on tough challenges. The game's 180 cards feature creatures and spells from the first expansion set.

ALAN ★★½
CHRIS ★★½
GEORGE ★★★½
JESSICA ★★★
STEVEN ★★★

MEGA MAN BATTLE NETWORK 4: RED SUN & BLUE MOON VERSIONS

- Capcom/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Mild Cartoon Violence



Venturing into the NetCrime-infested Internet, young Lan and his digital pal Mega Man collect and purchase chips to use in strategic battles against viruses in the latest two-title installment of the MMBN RPG series. In a new twist, Mega Man's attitude changes based on how you use him, and evolving chips tempt him toward the dark side. A space-themed central story gives the game greater scope than its predecessors.

ALAN ★★★★
CHRIS ★★★★
GEORGE ★★★½
STEVE ★★★
STEVEN ★★★★

VAN HELSING

- VU Games/32 Megabits
- 1 player

TEEN T — Fantasy Violence

Monster hunter Van Helsing travels across Europe in the name of the Knights of the Holy Order in a 10-stage 3/4-view adventure that goes beyond the film's scope. Responsive play control and detailed graphics will make you want to venture deep into the story, but difficult battles against incidental enemies may keep you from your goal. Stick it out for fights against Dracula, Frankenstein and other legends.

CHRIS ★★½
GEORGE ★★½
JESSICA ★★½
SCOTT ★★★
STEVE ★½

KEY

GCN — GBA — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE — ARCADE — FIGHTING — PLATFORM — PUZZLE — RPG — RACING — SHOOTER — SPORTS — STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- Early Childhood
- Teen (13+)
- Adult (18+)
- Everyone
- Mature (17+)
- Rating Pending

To contact the ESRB, visit www.esrb.org.

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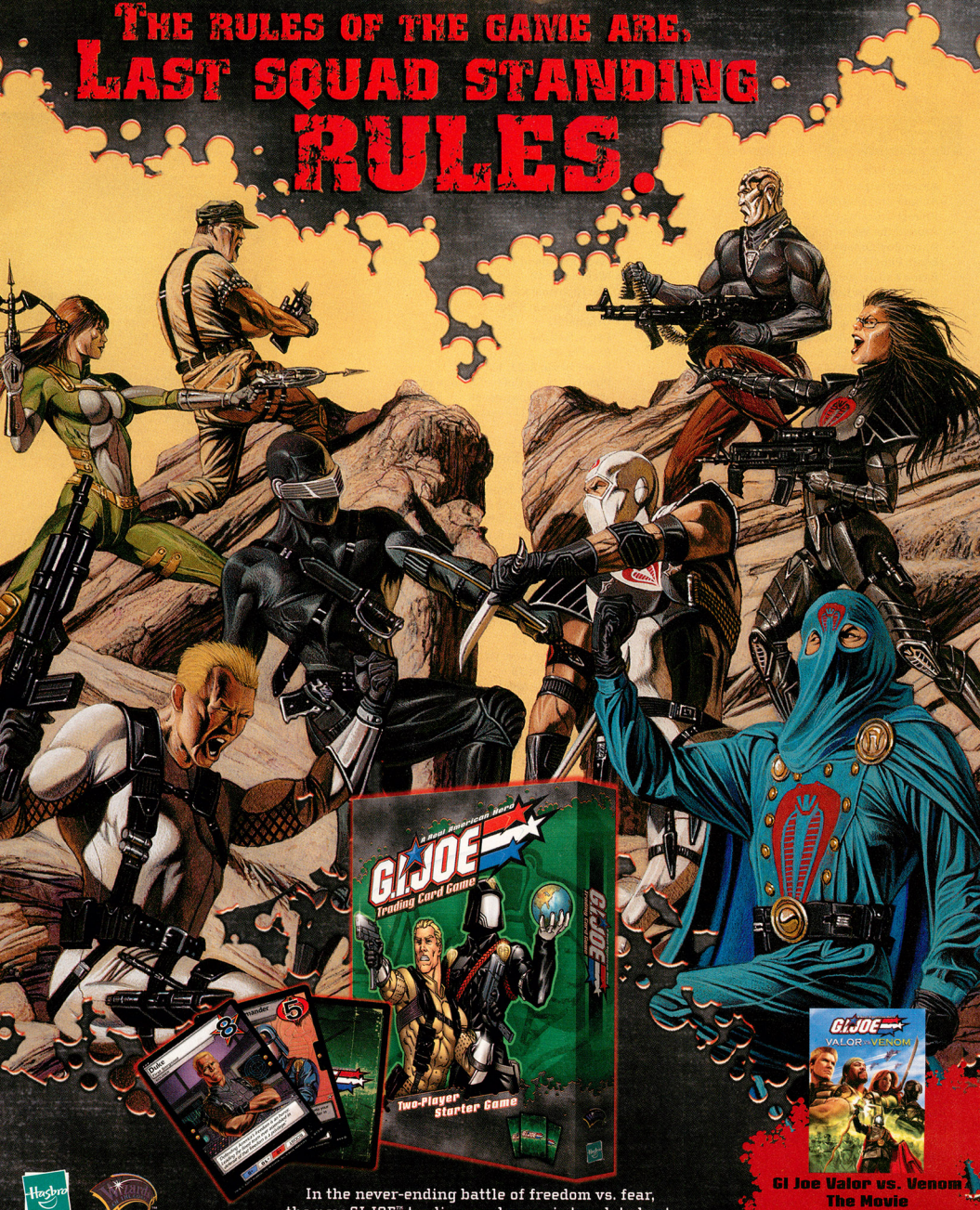

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NEXT ISSUE

VOLUME 183 — SEPTEMBER 2004

Pikmin Unleashed

Pikmin 2

A near-complete English version of Pikmin 2 has landed in our hands, and we'll have a full preview in next month's issue. From what we've played so far, it appears that Captain Olimar's second voyage packs even more pure, unadulterated fun than the first.

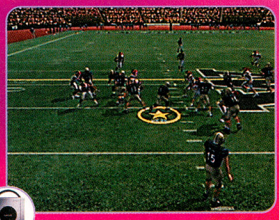
Here Kitty, Kitty

The September issue will also feature an in-depth look at EA's Catwoman, the GCN brawler based on this summer's motion picture. If that's not enough to pique your interest, Ms. Halle Berry will be the subject of our poster.

Catwoman

Great Previews & Reviews

Tom Clancy's Splinter Cell Pandora Tomorrow



NCAA Football 2005

Kingdom Hearts: Chain of Memories

Hamtaro: Ham-Ham Games

Symphonia Strategy

We've been waiting for months, and finally Tales of Symphonia is nearly upon us. We'll dig into Namco's GCN epic with a detailed walk-through of your journey through Sylvarant.

Plus!

- DEF JAM: FIGHT FOR NY
- SECOND SIGHT
- MEGA MAN BATTLE NETWORK 4: BLUE MOON/RED SUN
- YU-GI-OH!: RESHEF OF DESTRUCTION
- POKéMON FIRERED AND POKéMON LEAFGREEN

Spider-Man 2

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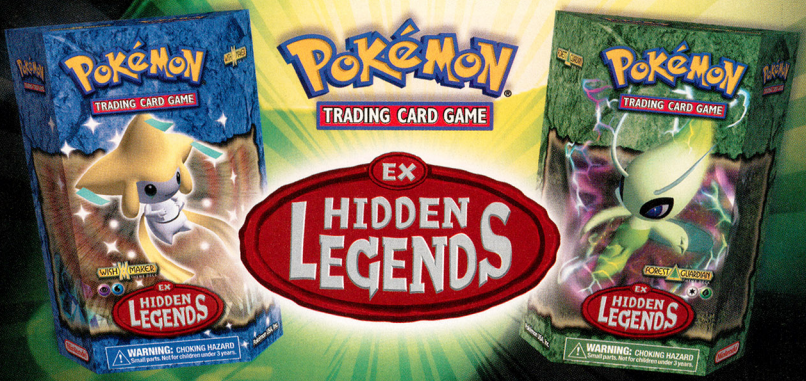

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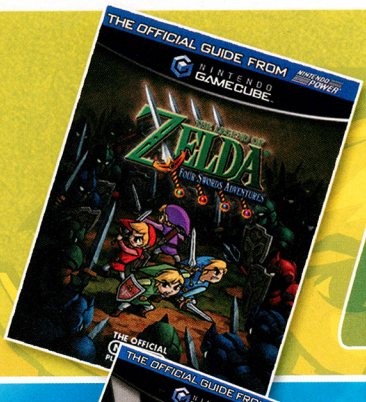

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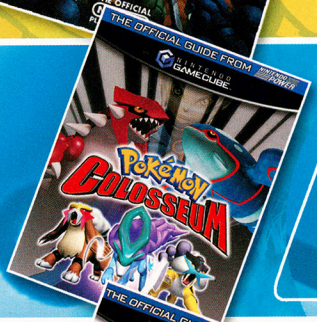

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- The Story mode is filled with creatures that fans haven't seen since Pokémon Gold and Pokémon Silver—we'll help you Snag 'em all.
- Battle mode pits you against countless foes in single- and multiplayer stadiums—win the day with unbeatable strategies.

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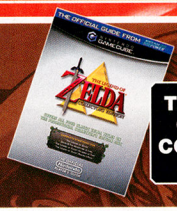

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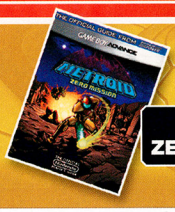

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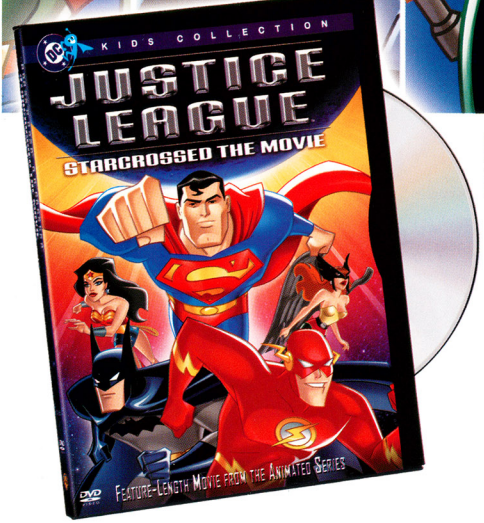

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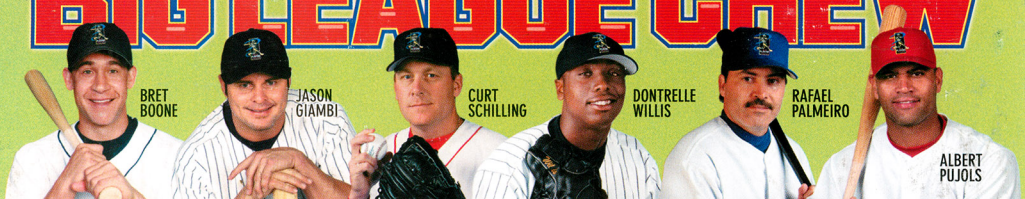

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